

MMA Arena Ativador Download [pack]



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About This Game

MMA Arena introduces players to the grueling world of Mixed Martial Arts. The game hopes to capture the desire, grit, and tenacity required from those interested in excelling at this sport.

Using a robust deck building mechanic, MMA Arena guides its players from the first day they walk into a gym through their quest of becoming an MMA Champion.

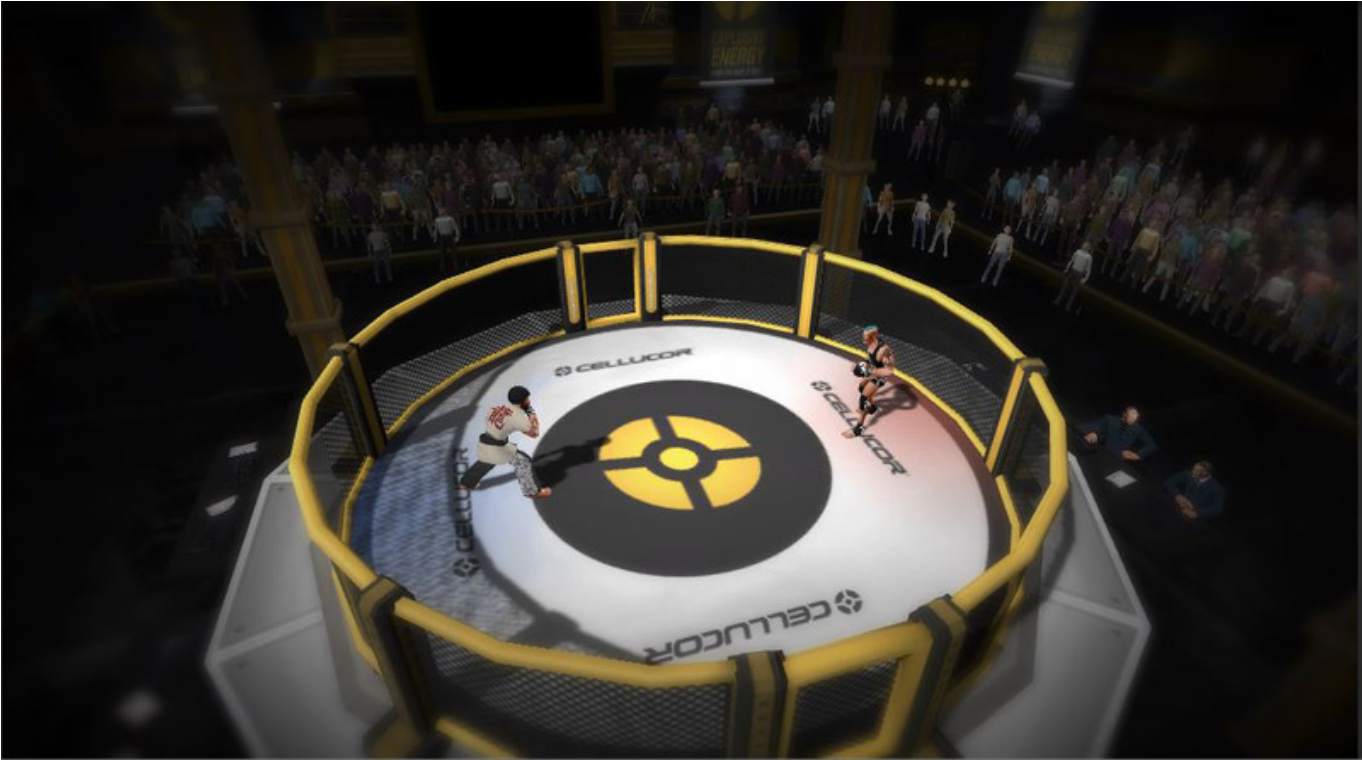
On this Journey you:

- Create fully customizable fighters from thousands of options including body-type, hairstyles, tattoos and dress them in branded MMA gear.
- Join genuine MMA teams and train with world famous fighters and coaches in many martial arts disciplines and styles from beginner to master. Build your deck and unlock hundreds of MMA moves creating your own unique fighting style.
- Master a variety of Martial Arts disciplines including Wrestling, Kickboxing, Muay Thai, Boxing, Jiu Jitsu. Create your custom fight deck from hundreds of moves and dismantle opponents with your signature fighting strategy!
- Compete in epic MMA fights and progress through MMA Leagues to fight tougher opponents until you get your hard-earned belt.

Title: MMA Arena
Genre: Sports
Developer:
Hidden Tower Studios
Publisher:
Digital Tribe
Release Date: 7 May, 2019

a09c17d780

English



Guest **The Rookie** 12,010

OPTIONS

Accessories Tops Bottoms Training Gear Appearance My Gear A-Z Fighter Names

Hats

K.O. Two-Tone Beanie

6,700 BUY NOW

Equipped



I like it alot, Im always looking for this kind of games since tekken card tournament.

It has comentary and some decent graphics and a good range of different kind of customazations. Hats, sneakers, glasses, bandanas and some other stuff to unlock, the jackets look the best, you can make a new char for 20k\$ what is not so crazy much, maybe 3 fights or trainings.

The first half hour I didn't get you attacking 1 round and defending 1 round. I first was searching for my defence card to play, but you have a defence deck and an attack deck for each round. If you play head card and he plays a headcard too than its a defence.

For this price fore sure its good, it could be 10 bucks and nobody would complain.

there are some small things ofc what could be improved like the KO or TKO moment could be abit more fluent, or that when you are in the training and go to deck it would be nice to go back to trainng and not to the main menu or to search cards by name maybe. Or for me the biggest, why I cant fight others in multiplayer.

But to be honest if was really fun once you understand that you have a deck for each round, and take away old cards with the less energy but with equal or more power or defence to get better. I made first an more obvious choice with bxoing and kickboxing and later made a mu thai wrestling mix, what I like cause of the defence.

The feeling was of everything was almost like.... let's get ready to rumble!

Fun game. MMA Arena... I'll get right to it. Is it worth the purchase? Overall answer is, Yes. Thats not saying this is the greatest thing since sliced bread. It worth the purchase cost as it relatively cheap, and it is entertaining. The graphics are enjoyable, game play has been solid, with only 1 glitch experienced upon first starting the game, but has not happened since.

The game though is very repetitive and grindy AF. And imo, not the entertaining sort of grind. The fighting on the other hand is entertaining. The deck interface needs better indicators as to what is what. Hovering a mouse pointer over a button doesnt inform you of what it is you're looking at. My biggest gripe is that the names on some of the cards are not readable. words blocked by card graphics. Like what idiot thought their "art" was more important than the actual game play itself? ITS ANNOYING.

It's a cheap time killer. If i were hungry and had an option between buying this game or eating a Bic mac meal...it might be a toss up. I could do without either one. Game is fun. Grind is real and becomes a bore.

FUN? CHECK

GRIND FEST? SALTY CHECK

STABLE GAME PLAY? CHECK

CHALLENGING? CHECK

WORTH THE COST? CHECK

GETS BORING FAST? HECK YEAH IT DOES!. Holy moley! What a pleasant suprise! I LOVE the gameplay. Much better than the real Street Fighter card game or Yomi (Steam).

Yes, this feels like a mobile game, but who cares?

VERY tense battles. You have to be SMART. Great strategy. NOT hard.

To the ONE person with a negative review since release, the upgrades create duplicates. NOTHING has been repetitive.

EVERY MMA fan should check this out!. As of right now the game is not playable. The deck you build as you get better by training does not work. You will spend hours training and fighting matches, only to realize the 40 cards you have saved in your fight deck is not the same cards your being dealt in fights. As you rank up and fights get harder, you will notice the more as you get to know your cards and see that you put very good cards in you deck than what you started with, but in fights you are still being dealt trash cards that you took out along time ago. So you loose the fight. Your playing a game using random cards each fight though it's supposed to be using only the 40 cards you built your deck with. I will change my review when they fix the game stopping bug, because this could be a good game. but as of right now do not buy.. it a fine game

the animation seem clunky and slow

repetitive very quickly

I havent played a lot but money seem to be useless?

what is the point of "upgrading" card if they offer no difference?

pass for me, good if you are really into MMA maybe. Excellent game well worth full price. Best MMA on pc relaxing and great fun. Even runs on my old i3 laptop perfectly. Recommended.. Not played to much of the game but liking it so far few things could do with tweeking amd its abit repetative but all in all a ok game for the full price even tho I got it on sale.. A great game considering it has just been released, already updates coming out from feedback. The game makes you really feel like a UFC legend! It reminds me lots of the way your career works on the EA UFC games. If the game continues to be updated I think it's got potential, especially if the submissions and KOs are refined as they seem to have no technique behind them, they're completely down to luck and in the later levels of career I am yet to KO or submit anybody. I think that multiplayer could fit into this game in many ways and I would be very happy to see this incorporated in the near future!. Pretty good !!. Surprisingly good game.

I usually don't like virtual card games, i don't like mobile ports and despite that i am having a bunch of fun so far.

From all the games of this kind i tried this is the first one thats absolutly worth the money (wouldn't have complained about 10 bucks cost either).

I was kind of disappoint of the career lenght, like meh... only 20 stages.

Then i saw you can scroll up and its 100 stages, so even if i will play only 1 fighter i got plenty to do for the very fair price.

Best of luck for the devs, i hope this is successful enough to keep working on it.

The best fighting/mma game i tried, and sadly i tried many (would prefer a well made, indepth boxing manager, but oh boy, this genre is so rotten).

tl;dr:

Must have for fighting fans, not as "little" as you may think, very well worth its price.

I am a fan of mma and have been looking out for a good mma game on steam for a long time. Like a previous reviewer mentioned, there have been some mma games on steam before, but for various reasons they were just not really good. When I saw MMA Arena, I was a little wary that this might be another disappointment. But after playing it for a few hours, I can safely say this isn't the case.

Customisation:

In MMA Arena, you get to customise various aspects of your fighter from his looks to his movesets. This allows you to create your own unique fighter. Your looks, gear and movesets are all unlockable in-game. Once your fighter is created, you get to choose the gym to train at and the disciplines to specialize in. I chose Elite MMA and specialized in Muay Thai and Jiu-Jitsu.

You have a moveset of 40 cards. This includes stand up offense and defense and ground offense and defense. There are basic moves and moves from your chosen discipline. As you train in your discipline, you will unlock cards specific to your discipline that you may use to upgrade your deck and moveset.

Preferring to be an all rounder, I have chosen to place an equal number of cards in my stand up offense and defense and ground offense and defense. This allows me to be prepared for any situation, but I won't truly excel in any specific area.

It is possible to specialise more in stand up or your ground game.

Gameplay:

Each round has 8 turns. 4 turns of attack and defend for you and your opponent. When you attack, your opponent defends and vice versa. Each turn you may choose a card from a choice of 3 to attack or defend with. There is a timer per turn, so you have to assess the situation quickly. Since you can see the 3 cards available to your opponent, you can guess the move he will make and hopefully counter it. This will allow you to block, if you are on defense or strike an opening if you are attacking.

If your stamina permits, you may use more than one card per turn, up to a maximum of 3. But bear in mind that each card can only be used once per fight and is eliminated from your deck, leaving you with your remaining cards to work with. This strategic aspect of the game is fun for me, as I have to decide how I wish to plan my attack and defense.

So far, I have only fought 3 round fights. I don't know what happens if I were to fight 5 round fights and run out of cards. Maybe I will gas like real mma fighters and be unable to attack or defend myself.

Misc:

The tutorial is easy to follow and explains most of the things you need to know. The rest is pretty intuitive. I've not encountered any bugs in the game while playing it.

So far, I have only unlocked my red belt for Muay Thai and Jiu-Jitsu. There are still a ton of things to unlock, moveset and gear-wise and many more fights to go for in career mode. For the asking price and all the features of the game, I think it is worth every cent. This is a game that I see myself investing many more hours in, largely for the customisation aspect to create the most efficient and effective fighter.

A minor complain is that I wish there were different ring girls to design or unlock though. The ring girl in the game is not really suited to my tastes.. In short: This game is a good representaion of mixed martial arts and it is fun to play.

If you are into MMA and/or into Deckbuilders, I think you will like this game. It offers A LOT for the price.

To go a bit more in depth.

I have been an MMA enthusiast for a long time. Pretty much from the start of the UFC in the mid 90s.

So I would say I have pretty extensive knowledge of MMA, and I also like deckbuilders, which this game essentially is.

This game captures the spirit of MMA and there is also a bunch of real gyms, real sponsors and real people represented in the game which really adds to the flavor. There are plenty of known people in the MMA business, trainers and legends (People that do not have an exclusive contract with the UFC).

The main game is a deckbuilder, with a bunch of other minigames included.

The deckbuilder part is for the fighting, where you basically have a Full deck of 40 cards, that make up 4 smaller decks, being Standup offense, standup defense, groundgame offense and groundgame defense.

You can fully customize these decks.

The minigames are for training your character to get extra XP, unlock new outfits and moves.

When you create a new character you get to choose two disciplines, from Boxing, Kickboxing, Muay Thai, Wrestling and Brazilian Jiu Jitsu. So already starting off, you can choose if you want to be focused on striking, grappling or both.

So starting off I chose Tristar as a gym. Being greeted by Firas Zahabi.

I personally chose a Boxer/Wrestler so that I would be able to dictate where the fight takes place, so that I could take down strikers and stand with grapplers. Maybe hit a big takedown at the end of the round against grapplers as well.

The cards I got early on represented this well, I basically focused on heavy strikes and holds on the feet and I upgraded my "knee crank" card to level 3, which means I got three copies of it and I could use that to do serious damage on the ground as well, and then I had a bunch of "stand up" cards, so that I could get up if I wanted to.

Once I progressed further I unlocked another style and chose BJJ so that I could add a submission game to my skills.

So each discipline brings different cards to the table, so that you can build your own style, or if you meet a bad matchup, you can edit your deck, to counter his strengths and expose his weakness. As you progress in each style you also get new moves. So yes it is a really good representation of MMA, even tho of course it is simplified in certain aspects.

The basic gameplay:

The fight starts on the feet.

You take turns attacking and defending.

The attacker gets 3 random cards from his standup attack deck.

The defender gets 3 random cards from his standup defense deck.

Then both players choose cards that they play, you can play several cards if you can cover their stamina cost.

There are three target areas that cards represent, the head, the body and the legs.

A head attack card will for instance be blocked or partially blocked by another head card.

Then the cards are compared to see which cards hit, and which cards are blocked.

Some card have special effects on them, like for instance "takedown" which will bring the fight to the ground.

or "standup" which will bring the fight back up if you win that challenge.

Next turn the guy who just attacked will be defending instead.

When one guys health goes to 0, or he is knocked out or submitted the match ends. Or it can go to a decision.

The overall production value is good, even tho the animations are somewhat repetitive.

So yeah.. I would say it is a very very good MMA game, and lets be honest here.. for the price it is a steal!

A very pleasant surprise as I have never heard of this game before I saw it in new releases!

Two thumbs up!. So first let me say the concept is good, and the execution is good. The downside is the game is a bit repetitive when facing the AI, and it would have been an amazing multiplayer game. I really hope they do a competitive multiplayer mode, the game would be so dope. I'm still rating it positively because i think for the price its still worth it even whitout multiplayer.

But if it had multiplayer, it would easily be worth 5x that price.. If you at all think you might like a game like this, then you need to check it out!

The fights are fun, fast, and strategic, and it's very engaging to train and improve your fighter, adding new cards to your deck in the process. There are also a myriad of different strategies you can try out in making your deck and you get more options as you go, increasing the complexity and challenge of the game.

There is a campaign where you fight set opponents in a progression, where you need to train occasionally to be able to keep up with the harder and harder fights. You can also do a practice fight, which gives this game an "instant action" option that you can play whenever you want if you just want to get a quick battle in.. enjoyed the game so far.

then i closed the game during a match and lost the character so im not really sure if im gonna continue or not.

overall its a nice game

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