this Beta version is only for PC / DirectX 11

Plug some controllers (Xbox if possible)

Double click on this icon

OK, now you are in, Welcome!

Caution

This demo of Bounty Battle is currently limited to Local mode

Allowing you to play up to 4 players, or to train you against artificial intelligence.

You can test the 30 characters of the basic roster, including 25 indie guests

This version is not definitive, the roster as well as the gameplay will be balanced and modify
How to play

For the moment the game is only playable with controllers. You can replace buttons in the «Options / Control menu».

- Launcher
- Charged attack
- Dash attack
- Anti Air attack
- Lock attack
- Ultimate attack
- Teleportation
- Invulnerability
- Roll
- Mana Code / cost: 10 bounty points
- Black Hole / cost: 100 bounty points
- Use Energy

- Counter:
  When you hit at the same time as your opponent, this causes a counter. The counters do not appear when two distant attacks intersect.

- Success:
  You will see during certain actions this icon animated above a hero. This means that you can undo a negative state:
  Shake your joystick quickly, if you succeed you will see a green flash fx and you will be invincible a very short time.
User Interface

- Victory counter: Shows that you have enough energy to do these actions.
- Life gauge:
- Energy gauge (regenerates automatically):
- Bounty points counter:

⚠️ If you do not have enough energy, a warning icon appears above you.

⚠️ Some visual elements can help you to see if you are in danger:
  - Your character will glitch faster and faster.
  - A small warning icon will appear next to your life gauge.

When someone uses bounty points, an icon 📚 appears above it.

At the top and center of the screen, there is a thumbnail that indicates who is the best. A bounty is to be recovered for the one who will destroy him.

The best player will have at the top of it this icon 🪔.
Marks

Some attacks can cause negative or positive effects

Hint: most negative status markers can be canceled by quickly shaking your joystick several times.

- **Poison** — deal damage over time (red)
- **Stun** — block a short time (red)
- **Power** — double your damage (green)
- **Curse** — halves your damage (red)
- **Freeze** — immobilize in the position (red)
- **Aspiration** — you feel attracted (green)
- **Trap** — block a short time (green)
- **Overload** — Stun if you overload (red)
- **Shield** — halves the damage received (green)
- **Confusion** — invert controls (green)
- **Lock** — depending on the hero (purple)
- **Insensitive** — avoid all negative status (green)
- **Glitch** — immobilize in the position (red)
- **Bounty** — when you use bounty points (green)
- **Wanted** — when you lead the game (red)

You have a very short time to shake the joystick and get rid of unwanted marks. In case of success, a green glow will appear. 🕵️‍♀️ marks that can be canceled.

You can see this hex appear behind the hero during certain attacks. It indicates that your hero is insensitive to the knockback and that it can only be stopped by being grabbed.
POWER UP

These bonuses can be enabled in the game options
But the same effects can be caused by some special attacks

**SPEED**: Increases your speed

**HEAL**: Regenerates your life

**ENERGY**: Regenerates your energy

**SCALE**: Can make you small or big

Side effects may also occur
Currently they are only associated with certain special attacks
Like the slowdown, that you can recognize by the pink trains that follow the heroes