

Games Analysis: Rivals of Aether



Jonathan Borowski

The Genre



Enter Smash bros.



Sub Genre: Smash

“My friends say that Smash Bros isn't a real fighting game”. “its a 4 player party beat em up game”.

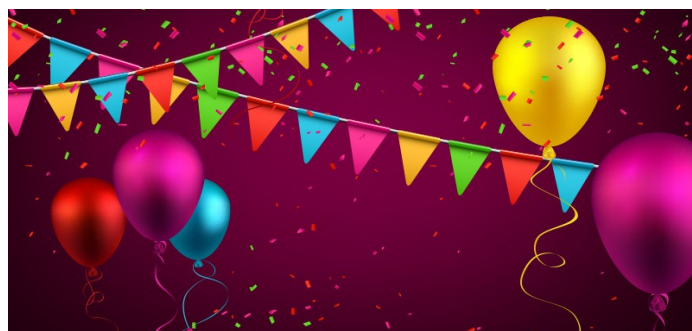
4



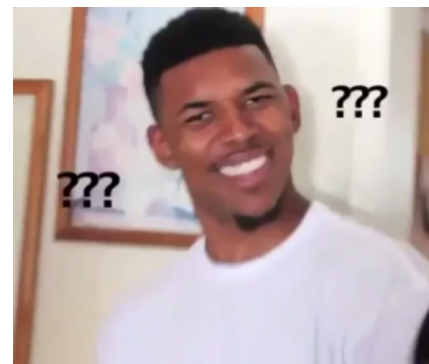
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4



“How can you beat something up without fighting?”



Attack of the smash clones



Enter Rivals of Aether



Simple Tutorial



Advanced Tutorial



Practice Mode



Online Experience

ONLINE
MODE

RANKED MATCH : BEST 2 OUT OF 3

0:08

BACK



@024993 12 50 PM

1074

P2



JOONLINE



0



OPPONENT FOUND!



EU

ACCEPT

DECLINE



0

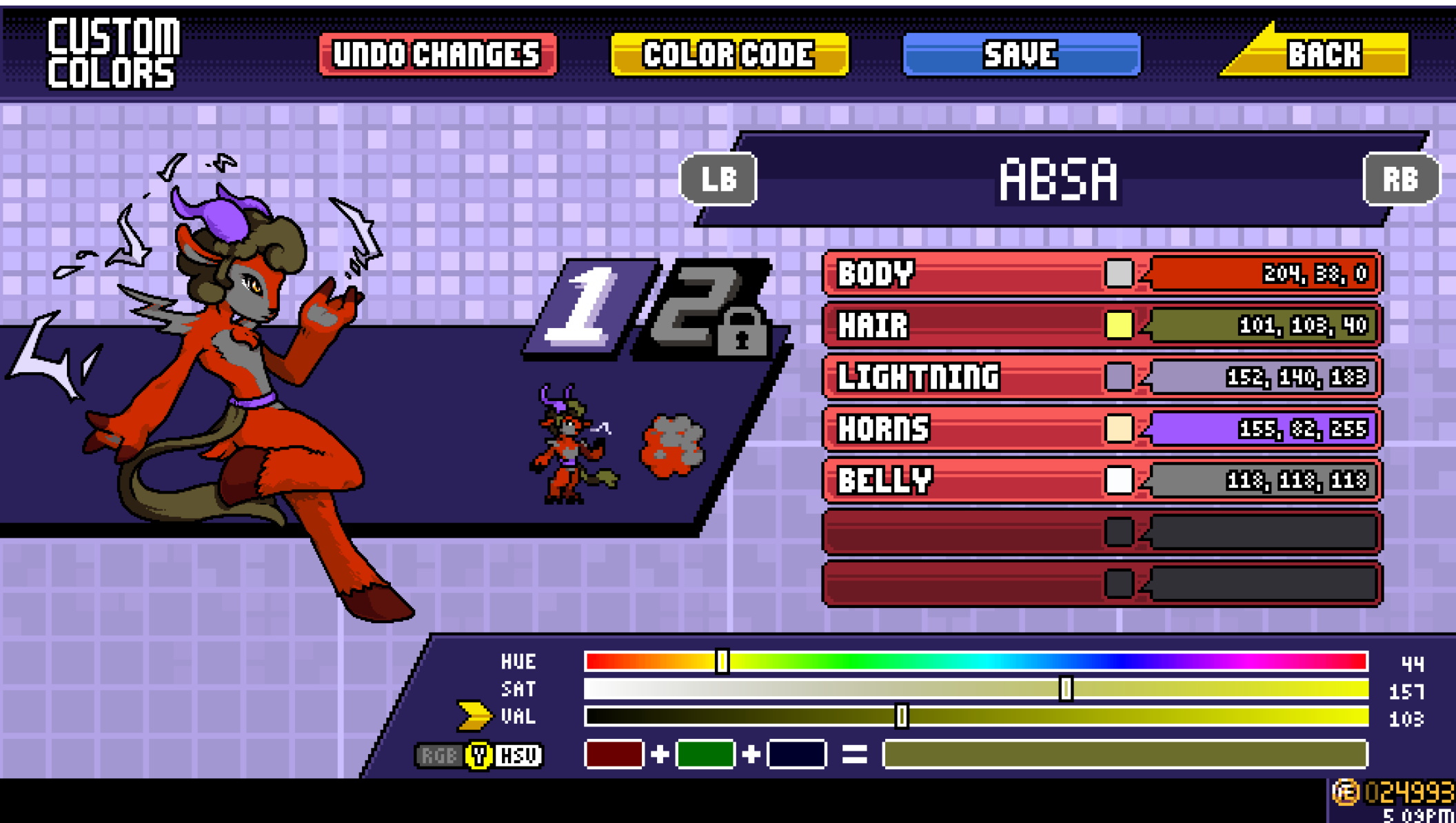
The story



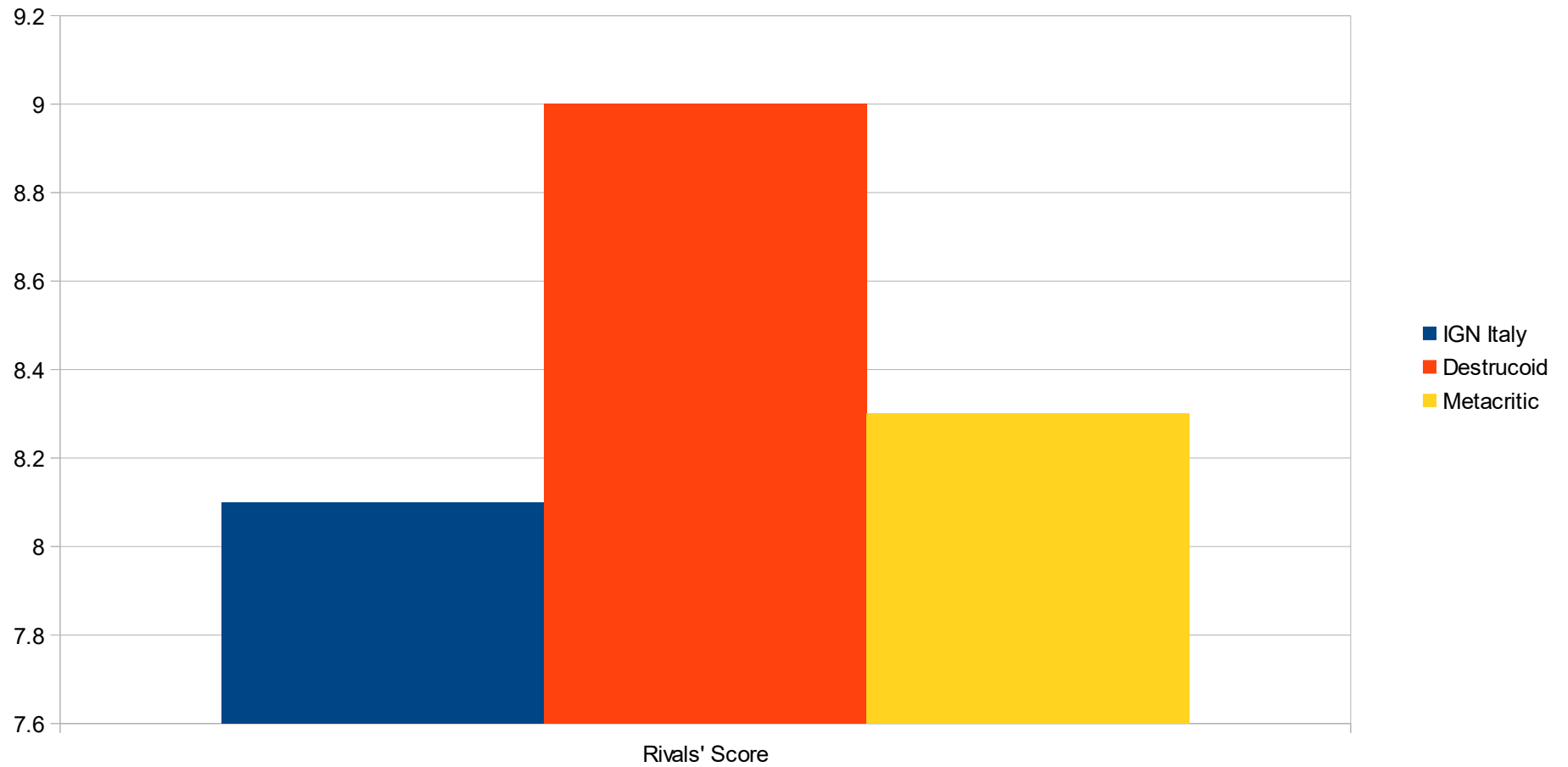
The art



The art

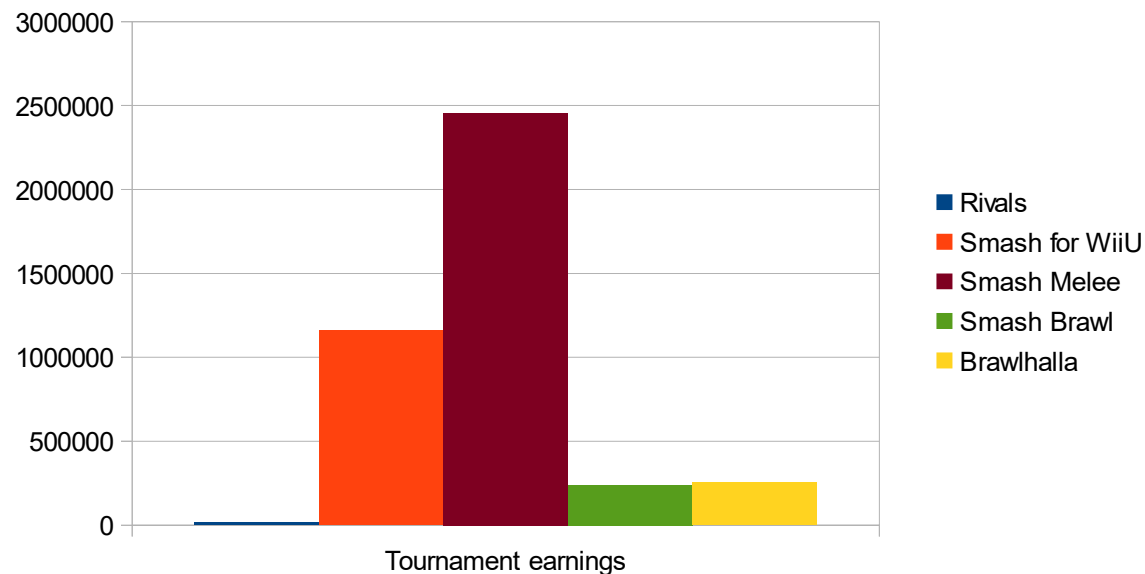


Reception



The competition

| x | Amount earned in tournaments | Top 100 rank |
|----------------------------|------------------------------|--------------|
| Rivals of Aether | \$14,600.00 | none |
| Super Smash bros. for WiiU | \$1,159,358.74 | 33 |
| Super Smash bros. Melee | \$2,454,853.66 | 20 |
| Super Smash bros. Brawl | \$238,774.34 | 77 |
| Brawlhalla | \$253,081.49 | 75 |



Summation

- Unique pixel art indie smash fighter.
- Competitive orientation.
- Has been doing well in reviews.
- Struggles to gain popularity.

Questions?

