
VERSUS: The Elite Trials Activation Unlock Code And Serial

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But "trick of the light" takes on a totally new meaning as the dragon-man snaps his fingers, causing more pink energy to swirl around his rugged body and magically form clothes. He now wears leather boots and a belt that holds up tight black pants. A leather vest sits over a pink button down shirt, which remains open down to the top row of his ab muscles. He finally slides the leather pouch to his back, completing the look.

"Ah'm Lockdown the Rage'n Drag'n, infamous Warlock Pirate of Blarfngard," Lockdown says, now looking you over. "But tell me, are all Priscans look'n like ya do?"

- I'm attracted to Lockdown, so I will hit on him just as shamelessly.
- I'm attracted to Lockdown, but don't want to be obvious. I should play hard to get.
- I'm not interested in Lockdown romantically, but I will hit on him to get on his good side, since that seems to be his game here.
- I don't know enough about Lockdown to feel anything yet, so I just want to be nice to get to know him better.
- I don't trust Lockdown at all.

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About This Game

Will you infiltrate the gods' Elite Courte, stealing their superpowers, or turn double agent and join them, taking your place among the divine?

Versus: The Elite Trials is a thrilling 140,000-word interactive novel by Zachary Sergi, author of our best-selling *Heroes Rise* trilogy. Your choices control the story. It's entirely text-based--without graphics or sound effects--and fueled by the vast, unstoppable power of your imagination.

In this sequel to [Versus: The Lost Ones](#), as one of the prisoners trapped on planet Versus, you must vote for who will fight in deadly gladiatorial battles. Thirteen prisoners have formed a voting bloc, the Elite Courte, to ensure that they choose who lives and who dies.

But one of their so-called "gods" has a plan for revolution. Your power to steal superpowers and memories makes you the perfect spy--or the perfect double agent.

MemoryTravel through time and space--keeping one step ahead of the enforcer agents who want you dead. Play the gods against each other in games within games. Design your own planet in the halls of the gods.

On Versus, nothing and no one is as they seem, perhaps not even you.

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- Play as male, female, or non-binary
 - Create a planet and culture in your own image
 - Romance one (or more!) of ten different characters
 - Subvert the corrupt Elite Courte, or join them to suppress rebellion
 - Learn the shocking truth about your home planet, Prisca
 - Rejoin Lady Venuma, Grog, and Breeze; meet a new cast of alien characters

Title: VERSUS: The Elite Trials
Genre: Adventure, Indie, RPG
Developer:
Choice of Games
Publisher:
Choice of Games
Release Date: 16 Dec, 2016

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English

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And what better way to reach your people, albeit indirectly, than through the creation of organized religion? After all, religion is simply the process of providing answers to the questions a society doesn't yet have the ability to answer. And apparently the Wone have used religion to indirectly communicate with their creations since the beginning of time.

So how will you send your potentially divine word down from on high?

- Send word of myself as my people's creator through a prophet, who will then create the Church of Thomil to provide rules for morality and behavior.
- Leave a sacred text of morality and behavioral codes told in parables, encouraging religious freedom for all and calling for my people to interpret this truth for themselves individually.
- Don't interfere at all, except by leaving advice on building societal structure. I'm just an advanced mortal creator, after all—true divinity is a force even I don't understand.
- Create a sovereign dynasty combining church and state, one directly connected to me as Creator and whose lineage can receive the sporadic and cryptic messages the Wone will allow me to send.

"Now I must ask: With all the reasons I have given for wanting The Elite Courte to fall, is that outcome what we want? Or is there some loftier goal to be reached, one that establishes true equality on Versus?"

MamaNa breathes in deeply after posing this last question, finally indicating that the moment for your response has arrived.

- "I want to join The VS Front, because I want to see its oppressed members rise to power," I say, truly meaning it.
- "I want to join The VS Front, because I want to see its members rise to power," I say, but I'm lying through my teeth to disarm and placate MamaNa.
- "I plan to remain loyal to the Elite no matter what you threaten me with, MamaNa," I say defiantly.
- "I will follow your advice to learn as much as I can and keep my options open," I say without formally committing to a side—because I don't think that's actually what MamaNa wants me to do, at least not yet.
- "I trust you more than anyone I've met so far on Versus, MamaNa," I say, feeling there's more MamaNa wants to tell me if she can truly trust me. "I want to work with you no matter

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Within the span of a nanosecond, Lord Grahl unleashes a startling burst of shadowforce that bashes Prince Everly with what sounds like the force of a thousand mooncores shattering. You watch in horror as Prince Everly's body is sent reeling across the sky like a shooting star, streaking into the distance in a smear of black that stains the sky.

When you turn back to Lord Grahl, you find he is now looking directly at you, shadows crackling across his curled fists. Seeing what he is capable of, you realize that if you want to survive, you must decide what to do. Immediately.

- Ignore Prince Everly's warning and try to talk to Lord Grahl using my Command ability. After all, if Lord Grahl truly wanted to arrest or expel me, he surely would have done so already.
- Ignore Prince Everly's warning and use my Strength to attack Lord Grahl, because there's no way he expects me to be as strong as I am from my Lady Venuma full absorb.
- Heed Prince Everly's warning and use my Energy ability to escape as quickly as possible.

Next

(Side note: I've only done one playthrough of this, so some of the things I've talked about could be different with a different path, but the book should still be interesting on its first read.)

To be quite honest the first Versus book never really caught my attention, but the first book was much shorter and it had lots of world building going on, especially with its political and religious choices. So I figured maybe it needed a first book to get it standing and that the second book would pop, like the Heroes Rise series that I happen to adore.

I was also hoping that the second book would cut back on the political, social, and religious commentary, as they detracted away from the story rather than add to it.

I was INCREDIBLY disappointed to find this book would take that commentary and crank it up to 5000.

Which is sad, because there is bits where the story manages to hold me in, such as during the first trial where we are introduced to some new bright characters who were all very entertaining, and the bits where you actually sit down and talk about Dhanthik are also very interesting.

However the story comes to an absolute stop the moment it decides political commentary is a absolute MUST and it happens so often that it very easily shoves me out of the story and it just makes me roll my eyes and groan loudly. I understand this is what the game wants to try to do but halting the story entirely to ask about your beliefs every few pages is not fun or thought provoking.

The entire 'Make your own planet' subplot was entirely unnecessary, painful, and almost borderline offensive with some of its jabs at religion. I could not bring myself to care about this planet because I felt uncomfortable by the painfully OBVIOUS social commentary it was trying to pull, and halting the story just so you can choose a tax plan and education system is ridiculous. Not to mention the final 'shocker' moment the subplot has was ridiculous.

However, that is my opinion, and I can maybe see how some people may be interested, but overall it took me out of the story completely and it honestly didn't serve any purpose in the story that you would care about.

If you're expecting a bunch of kick\u2665\u2665\u2665\u2665\u2665 trials where your character goes out and takes names, you're not going to get it from this book. There are bits where you do fight but it is overshadowed by walls and walls of exposition.

On a further note, there's not much character development either, there are certain parts that pay special attention to certain characters, but it left a lot to be desired. It makes me mad because character and story development could easily replace the unnecessary political debates, it's honestly hard to really sit and care for these characters save for a few that do get to show their character.

Not to mention the ending just pads out for pages and pages and it really doesn't feel like much care was put into it as the story switched to telling me the results rather than showing me the outcomes of my choices. Overall it was kinda jarring and almost boring. I may have forgotten some details because of this.

Maybe I'm not smart enough for this, maybe I just don't 'get it'. But when I play a sci fi series like this, choosing tax plans and deciding if presidential elections are a good thing isn't what I have in mind.

This book WANTS to be deep. It DESPERATELY wants you to think and make connections to this book and real life, but they cram it so far into your face that it just becomes annoying. It becomes blatantly obvious that this book is making commentary on the current state of America and so it makes hard to get back into the book's world. (Side note: Why are you just making commentary on America? Isn't this a vast galaxy that features multiple cultures?)

I'm sad. I WANT to like this book series, I WANT to feel the need to replay it so I can get more endings and features like with the Heroes Rise series, but I just can't bring myself to do it. I had to force myself to finish this. I can only hope the Author improves from this, though I know he can because he can write good book series.

So in my opinion? Unless you're REALLY into political debates with a side of occasional sci-fi plot stuffs. Skip it.. it's pretty good. it follows the stories and allows you to make some major choices.

not a lot of combat scene and character relationship scene, hopefully they could improve on that.

but the storyline is solid.. I just finished this game and holy\u2665\u2665\u2665\u2665\u2665 was that good. Loved every minute of it. If you like Choose-Your-Own-Adventure games or books, you'll love this. VERSUS: The Elite Trials was a fantastic work and something I will definitely play through again and again. I will also tell as many people as possible about how genuinely fantastic it is. Thank you Choice Of Games for another wonderful experience. And most of all, thank you to Zachary Sergi for writing such a great piece of fiction!. I loved it. I just wish the romances were fleshed out a little more. Perhaps that's not the main goal of the story (seeing its high direction toward ethical and political conundrums), but if the romance portion is available, I'd like more! :). Just a disclaimer at the start that I didn't like the first part to this series since it failed with its focus because the first game felt more like a setup; a base to build to this one.

Also this is a choice-of-games game, so it will have many of the problems that the other games have - alas many of your choices seemingly won't matter.

So, do you need to have to played the first game? You don't need to actually since the story of the first game is summarized in the beginning which makes you realize not much at all has happened in the first one. It still helps to have read the first one since you need to pick up on the vocabulary that was introduced back then. The sequel does offer a glossary but it doesn't explain every word. Going through the first one was still more of an exercise of pain since it used its bloated vocabulary a little bit too liberally.

The last thing actually got changed in this game. Vocabulary for certain things (like the name for a race or such) are used a lot less and only when it actually needs to be talked about. I still don't understand why the word "\u2665\u2665\u2665\u2665" is censored since this is not a game for kids. Far from it in fact.

It's not for kids not because this game is gory (there is actually at least one gory scene which is also described in a detailed way) or that it has sex scenes. It's because this game is hard to understand in some chapters. It opens up lots of questions about difficult topics and there are a lot of abstract topics which are also talked about in sentences that a teenager would just skim over.

So, how is the story? You are basically a human space alien that is able to temporarily copy other people's abilities and dive into their memories by touching them. You hunted a monster that threatened to kill your kind but both of you get teleported to another planet. You then need to appease to people in politics.

The problem that this game still has is that it tries to be more than it needs to be. This game builds the expectation that you are going to use your awesome powers, fight people and get into romancing. All of these things rather take a back seat. In fact there is a rather large sub-plot where you build your own planet. It is well written and would serve well as its own short game - I actually did like the experience it provided. The experience just feels empty if it isn't being built upon later on. You cannot visit the planet you've created and that sub-plot is just dropped and could've easily been cut.

This is what the game is: a collection of sub-plots that only have remotely something to do with your main goal: Find out the identity of the champion of the player character's home planet and kill the monster that threatened to kill your people.

The writing itself is actually pretty good, but the not so subtle commentaries about society are things that also didn't really need to be there. The preachiness is something common to this particular author (Zachary Sergi) which again was worse in the first game. It has become better in this sequel but it's still a bit annoying when it does pop up. An example is capitalism vs. communism which just mentions things you will already know. That one at least only pops up once unlike the commentary about religion/customs.

As much as I am criticizing this game, I still liked it after I finished the one path that I did. It did not fulfill the expectations that I had. In fact I was left rather cold on the romance department, since the pay-off was just 2 short paragraphs. I still liked the experience it provided with intrigue and the divine beings that appeared in this game.

So ... do I recommend this game? If you're new to this series and your expectation is to romance people, or have thrilling fights in text form, no. There are better options for that if you didn't already check the other choice-of-games games.

I recommend this game to people who have already read the first part since this actually does something with all the world building the author has done in the first part. I also recommend this to people who want to read something different which you have to spend some time with to think about.

Other than that I still recommend a good choose-your-own-adventure book over this game if you are looking for interactivity in text form.. In general, if you enjoyed VERSUS: The Lost Ones, you are bound to enjoy this one even further. The continuation develops on itself quite neatly and the author's gain in experience is shown in the game's more intricate nature - gameplay and story wise.

That being said, VERSUS: The Elite Trails is an amazing story, still one of the best from the Choice of Games platform, and it explores the universe imagined by Zachary Sergi quite well, deepening on its lore and creating new relationships with new characters. However, it can be lackluster, depending on what you are looking for.

Following the trend on most Choice of Games titles (as opposed to some of the greatest Hosted Games titles), this game still attempts, and expands on, putting players in labeled boxes, trying to fit them on criterias instead of allowing their personality to flow. Taking further steps in the Mastery and Growth concepts utilized in the first book, you now have more stat variants and more goals to focus on, which, while they give you plenty of *replayability*, they also complicate your freedom of choice, since if you want to actually succeed and thrive in the game's world and score systems, you need to follow a role, an idea, a specific path which the author believes most closely matches with a personality type.

Instead of giving you choices with consequences, the game gives you specific paths to follow, and while it allows you to diverge on those paths at any point in time, it also doesn't let you thrive if you do so. Most times, those paths are not even clear enough to the player, as even your choice of food may affect your stats, your character's personality and power, and this may generate apprehension as the player must wonder whether his choice falls in lign with whatever path he was forced to choose or not, or even fight against his intuition and desire to choose an option he feels is right for his character, but the game disagrees.

It is disappointing to see a CoG game at this stage still being so limited in this matter, especially taking into account how experient Zachary is, having released more than 5 books in the platform already.

Combat, while we are still on the matter of gameplay, is short, predefined, and generally speaking, weak. If you like to engage on combat as much as possible, you'll not only be disappointed with the lack of variety, you'll also be disappointed by how weak your character seems, being so near of ever-powerful beings. Though that might just be the circumstances you find yourself at in this story.

As to the story itself, without bringing any margin for spoilers to the table, it expands on the VERSUS universe, ties some loose ends, creates more loose ends, the main story unfurls wonderfully and continuously, and leaves you wanting more. Exactly what you'd expect from one of Zachary's games. If I have any critiques about the game's story, they are those:

First, if you are a heterosexual male, your romance options fall short. As in, they fall into an abyss. The game seems to give a lot more attention, detail and focus to homosexual, agendered and non-binary players and characters. If you are a heterosexual player, your options pale in comparison, giving the sensation that they were rushed and undeveloped. To keep it short, romance is not a strong suit in this VERSUS book, as it where in the Heroes Rise original trilogy.

Secondly, this game - as in others written by Zachary - tries and introduces his imagination of societal concepts to the reader, and these new concepts are often well introduced, being part of the game's world and provoking emotional responses within the player through events. In this game, the author attempts to do the same with even more concepts in a much grander scale, and the experience may cause the player to feel disconnected by how abstract the descriptions are, how unconnected to the main story they seem, and especially, by how the emotional responses are provoked (more like forced) into the player's character, instead of the human reading the story. Breaking the main story to introduce politics many times over actually detracts from the experience.

Finally, the game leaves a lot more room for the development of the story. So much so that I can't really feel it will be over in the next book in the series... Hopefully that's an indication that more than one will come, and that we will have plenty more of the planet Versus to explore.

Ultimately, VERSUS: The Elite Trials feels like an experiment. First and foremost, the continuation to the story presented in book one, but an experiment into something new nonetheless. Some features worked well, others, not as much, and we can only hope that the next title will have thoroughly learned with its predecessor so we'll all have an even grander experience in the next to come.

If you are already a fan of Zachary's games, or the Choice of Games platform, this is one of the gems worth taking. If you are looking for a feature not commonly found in a CoG title, or which goes against what I described in this review, then you are probably better off looking for a Hosted Games title instead.. The story seems a bit short (I read it the first time through in 4 hours) but it does do a good job and expanding the story and moving forward.

However, I feel like the gender-bending in this series has too much focus. There's a lot, and I mean a lot of focus on different genders and new vocab that I cant even really bother to understand.

Also, this story has a section in it that... doesnt really make sense. Quite frankly, it feels like the structure is a bit off, but then again this does seem like it is going to be a long multi-book series. Therefore, the story probably feels like the structure is off because it may be setting up as a background for a future chapter.

Overall, it was an enjoyable expereince.

After playing the first Versus game, I can definitely say the second keeps the tension going. I'm most certainly biased here, but I'm a lover of text-based games, especially when I feel like my choices really matter and change the way events happen. I thoroughly look forward to playing the next installment.. What the first book did with world building, this installment ratchets up to eleven. We get to learn a lot more about other cultures, societies, and how things operate on Versus. We also get further development on characters that were only touched on in the Last Ones, as well as incredible new ones that you meet along your journey.

I think it should be noted that most of your time IS spent with new characters instead of the old ones (with a few exceptions). If that bothers you then you might not like this game.

The mysteries Zack set up in the first book also get explored more here in a very satisfying way. You find answers to some things, but they often create even more questions. It doesn't feel jumbled or overly confusing though. It only serves to heighten the tension.

The last thing I think is worth mentioning is the overall tone of the game. In The Lost Ones, I could create great relationships with all the people I liked and have a more or less "happy ending." But things get very political in this game. A lot of people that I really liked had VERY different views and opinions. Eventually you have to make a choice on where you stand, and no matter what you decide someone will get hurt. It's just a matter of who. In this manner, it reminds me a bit of Heroes Rise: The Hero Project. This is the kind of game that really makes you think about your ideologies and why you choose them. Even more amazingly, it doesn't make a judgment on your actions or push you towards a certain way of thinking *cough* Hero Project Redemption *cough*.

Overall this game builds on the complexities of the last one in every way without becoming confusing or preachy. Versus is an increasingly fascinating world, and your character has the opportunity to become even more unique and customized to your liking.

But the cuss words still suck..

the characters of the verses series are well diverse and the story around the characters with connected backgrounds adds to the conflict giving it a intense feel around the already intense world. I've been waiting a long time for the second part of this interactive novel and let me tell ya, I definately wasn't disappointed.

If you haven't read \u201cVersus: The Lost Ones\u201d I highly recommend that you read it first before beginning on this one.

I was thoroughly surprised that the novel had a sort of \u201cpersonality test\u201d which really peaked my interest. As you progress in the story, you'll be put in trials that question what type of person you really are. To my curiosity, the characters do indeed react to your choices and even interpret why you picked those choices, which made interacting with them even more interesting.

Better yet, the story was pretty lengthy so it kept me occupied for at least 3 days straight and I don't even think I've gotten the \u201creal\u201d ending. So this novel has plenty of replay ability.

Overall this novel has its \u201chorry\u201d moments, the majority of the characters in the story are unique and have a sense of life to them, and the novel itself makes you weigh in on who you are, what your ideals are, and how you will react to the important situations as the story goes forth.

. Not light reading by any means but very interesting. I espacially loved the planet creation part of the game it was just so different to anything I've seen in a CoG game before. If you're looking for something light-hearted and fun probably not for you but if you're up for some deep story I would very much recommend

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