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About This Game

MechCorp. is a turn-based-tactics/strategy game where you take command of a mercenary mech squadron in space. Decide which battles to fight and what contracts to pursue while managing every aspect of the squad including mech lineup, crew management, research and production.

- Manage your own mercenary squad and engage in turn-based mech combat.
- Explore and encounter random events in a randomized world, each play-through is different.
- 18 type of mechs from 3 base classes each with unique class abilities.
- Customize the mechs with different weapons and items to suite your tactical needs.
- Research advanced tech and build your mechs and equipment to survive your adventure.
- Manage your crew to maximize the effectiveness of your squad.
- No second chance, each decision is permanent, destroyed units are permanently lost.

**This game is a passion project of a one man development team. It's heavily inspired by x-com, FTL and mech-warrior.*

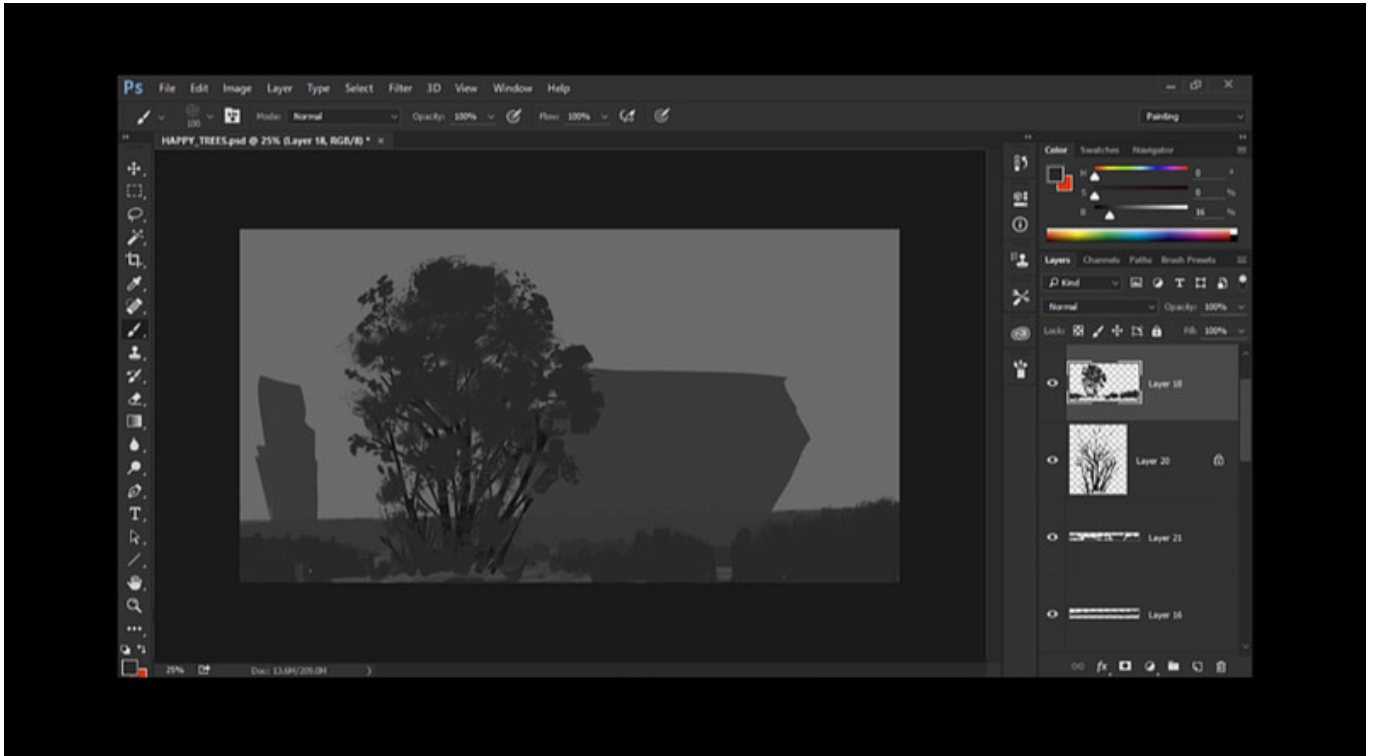
Title: MechCorp
Genre: Strategy
Developer:
k.Song Tan
Publisher:
k.Song Tan
Release Date: 2 Aug, 2018

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English







great game cool. Goes for a story.

Flails wildly at the steps of Nazi bad guys when you have to EXIT THE GAME to restart after you die.

Controls are mediocre.

No Controller support.

Stay away until this is fixed.

<https://youtu.be/VhfKqaeGOrcA>

. Why are you reading this not recommended review for an old game that was someone's first attempt at unreal engine and then decided to publish it?

The ball is quite heavy so it's hard to slow it down after having to go really fast to make 90% of the jumps in the game and the entire challenge of the game revolves around this idea, and this would be fine if you get a sense of accomplishment but I didn't feel anything but frustration at the end of each level.

The only thing I like about this game is that the dev put a very clear shadow directly below the ball to greatly assist you in knowing when to try and slow down.... oh wait, that's right the shadow is extremely faint and not directly below you at all.

This game isn't even worth \$2.99, it's not even a game because games are meant to be fun.. i'm trying to use playclaw but whenever i launch it it disappears and i dont know what to do and i dont even touch anything it might be my computer but i just need this to work its also kind of complicated i still recommend it though. I like it. It's a fun little RTS.. OVERPOWERED

What a waste, can't even run this software.. Abandoned unfinished Project! Avoid!. THE GUNS

The RPK

Innaccurate, high rate of fire, low-level requirement to unlock, decent damage. Average reserve ammo.

LOUSY GUN

The KSP

Decent reserve ammo. Average stability and accuracy with mods. Super high rate of fire, good damage per second.

GOOD GUN

The Brenner

The less damaging, more stable and accurate answer to the KSP. When you're using an LMG, are you looking for those two latter qualities? High level requirement.

DECENT GUN

THE MASKS

Pretty neat. Certainly different. Military-centric patterns look sweet on most masks.

MELEE

URSA

Bread and butter knife, low level requirement. Not sure how it holds up now against the myriad of melee weapons but it was a nice transfer from weapon butt. Couple fully charged hits to kill green SWAT.

DECENT WEAPON

Krieger

Higher damage than Ursa, higher charge time.

DECENT WEAPON

Berger

Named after one of my favorite foods. Lower range and damage but far shorter charge time.

DECENT WEAPON

Trautman

Longest charge time. Highest level requirement. Pretty good damage, has a non-functioning compass on the handle. Couple charged stabs to kill tans.

GOOD WEAPON

OVERALL

Good guns. Probably will just end up using the KSP. Good melee weapons. Good masks and patterns/materials. Achievements not necessary for mods and are pretty fun to attempt.. I get why people don't like the length but frankly if you're super good at puzzles, then yeah, perhaps the 3 dollars will crush someone's checking account. I'm not that great at them and so me and my friend spent an hour looking around on things and solved it. They're medium-strength puzzles for 3 bucks a piece. Lots of detail, good sound, and perhaps it's my age, but it's easily worth it. It's more fun with friends I believe.. pretty neat i'd say. pretty boring, even though it has such a low price its still just that. If they put some more effort in it it would be a lot better

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