Mecha Ace Cheat Code For Pc



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# About This Game

Step into the cockpit of a giant robot in an interstellar civil war! Customize your mecha to duel against enemy pilots with "monosaber" plasma swords. Find glory, disgrace, and even love.

"Mecha Ace" is a thrilling interactive sci-fi novel by Paul Wang, where your choices control the story. The game is entirely text-based--without graphics or sound effects--and fueled by the vast, unstoppable power of your imagination.
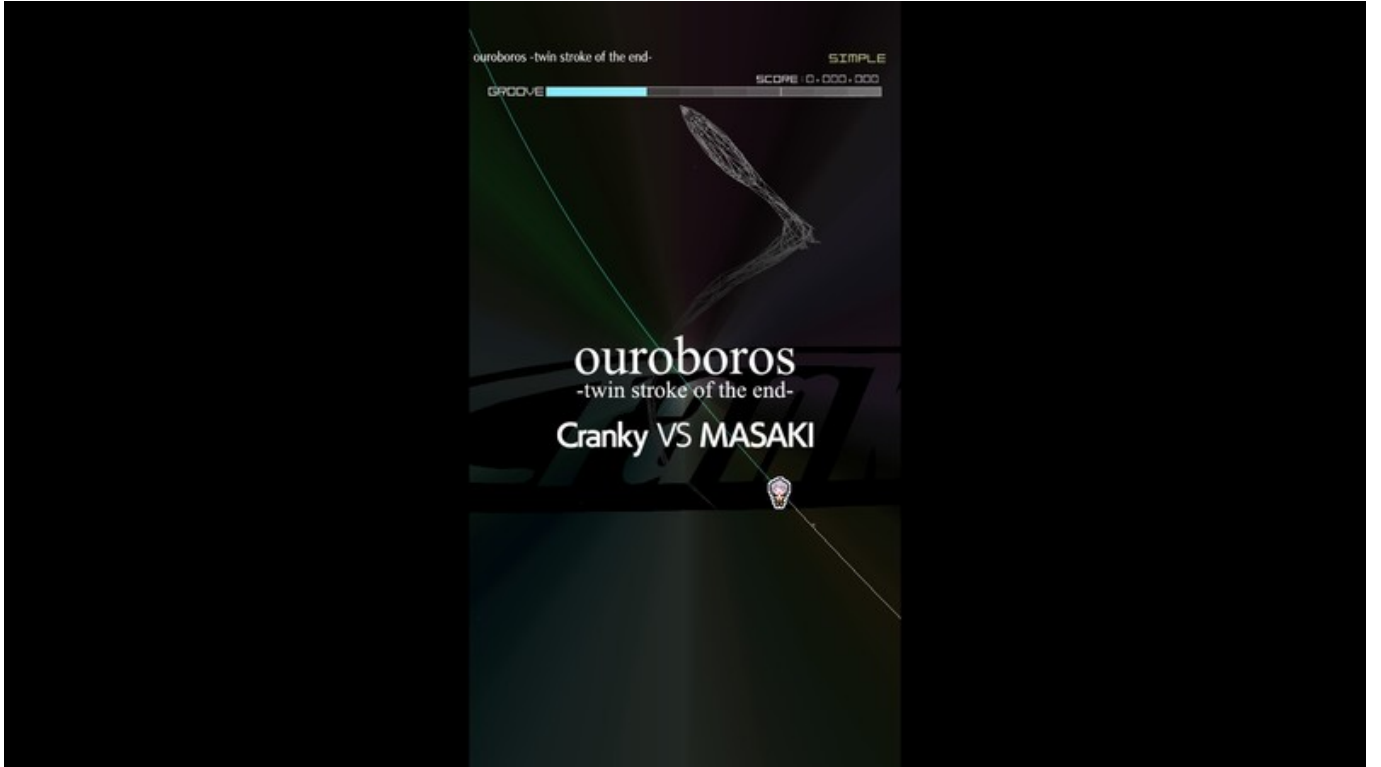
Who will you be, pilot? Hero, villain, or renegade? Will you lead a unit of elite pilots to victory? Defeat your enemies with skill, cunning, determination, or heavy firepower? Fight for glory, for power, or for an enduring peace?
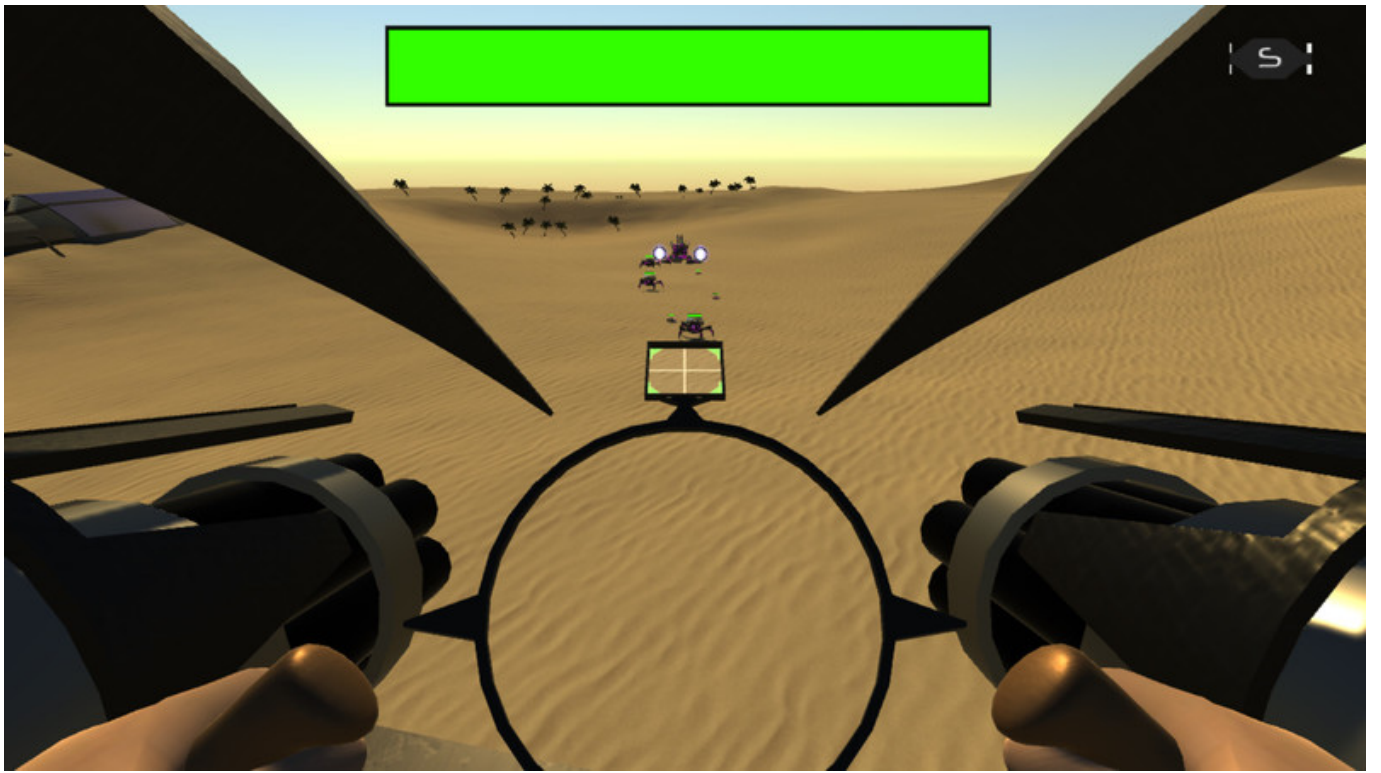
Title: Mecha Ace
Genre: Indie, RPG
Developer:
Choice of Games
Publisher:
Choice of Games
Release Date: 13 Jun, 2014

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English

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tl;dr - Looks beautiful. The sorcery is okay but a bit cheesy. The combat is at least better than dice rolls. There are issues with writing being either really bad or really good with no in-between. Has a lack of resolution options, control options, and no way to customize font size. Would be the perfect for my 10in windows tablet but font is so small on the flags i'll go blind trying to read them.

Long version - Sometimes the writing is really good and sometimes it's really bad. There is no in-between. Particularly the choice of encounters. Many of them feel incredibly forced as if thrown in for the sake of having something happen but without much thought about the implications or logic of the situation. For example, being accosted by someone who is suspicious of you for having the audacity to travel through his village. A village that's situated on a main road! Not only are they are on a main road and are going to have people passing through their village all the time, but they even have an inn! Obviously there's enough traffic to keep the inn in business. What kind of idiot lives on a main road that has enough travelers to keep an inn in business and then gets super suspicious when a lone traveler passes along the road? Seriously? It's not a natural reaction at all. But just feels forced by the author for the sake of having an encounter when he couldn't come up with anything better. Luckily when the writing is good it's really good, so it balances out somewhat.

The magic system is okay. Somewhat cheesy in its implementation although it looks nice. The combat is better than dice rolls, so props to them for that, but it doesn't take much skill since there is an optimum technique and once you find it you'll only ever use that which limits variety.

It would be the perfect thing for my 10 inch windows touch screen tablet, since it would feel even more like reading a book, but since they have no touch screen support (all it would take would be an on screen zoom in and out button since everything else works perfectly) i was forced to play it with a mouse plugged in. There are no graphics options and no way to scale the size of the font, so if you have a small screen then you're going to go blind trying to read the text on the flags. Mainly because of the lack of options and poor choice of encounters I'm giving a thumbs down. However it has a lot of good points. The presentation is just superb, the art is lovely, and the ambient sounds really help to draw you into the story.. I enjoyed the game, and feel like I got what I payed for, but there are other better options. It's particularly disappointing that the really great parts of the game are ruined by clunky interface and game mechanics that feel half-finished.

This a has a lot of unique features that work well (office layout, MMO system), but unfortunately most of the other features feel unfinished or bugged. For example, one of the obstacles you have to overcome is limited space, since spreading your team across multiple buildings gives a penalty. This is fine, but the option to move teams to different offices is bugged and the game provides no tools to figure out who needs to be placed where or what team they are on. On top of that, it *feels* like you should be able to subdivide a team into different departments with their own managers (art department, sound department, etc.) but this is not a feature. It's also frustrating that different buildings are treated as independent studios, rather than part of a larger campus. (You can't, say, build a kitchen in one building to be available to all buildings.)

There are also a ton of QOL features that really need to be implemented (though there are already many optional ones that help a lot) like automatic sequel naming and repeat marketing. Game reviews are essentially mandatory reading, but there's no option to automatically read them and it's possible to accidentally miss them. Many of your team's skill are hidden beneath dialogue

options (basically everything the manager actually does) in a way that doesn't really mesh with the rest of the game. UI for placing and moving items is inconsistent. UI categories are confusing (rival companies are listed under the build menu?). It doesn't help that most, if not all of these, have been brought up on the forum but never addressed.

I'd recommend the game if I thought there was any chance any of this would be fixed, but it doesn't look like that will happen. As it is, it feels like a good core game but plays like an unfinished early access game.. Nice game. Solid physics. Good concept deserving more levels.. Gat's a glass cannon character that's great at taking out high priority targets and building up Mayhem meter quickly but he's also one of the most fragile characters in the cast, he comes with the ability to survive lethal attacks and gain fortify from it but more often than not you'll just end up like Alex Murphy from Robocop.

Gat works best when used as the main enemy sweeper after another agent debuffs and stuns other enemies so he can come in and clean up safely. Gat can be a great destructive force once he gets some more skills and stats to help with surviving, paired with the right agents and a proper setup he can be a great choice for difficulty 15 and is a recommended character to use due to how easy it is to adjust to him.

Don't expect much when it comes to Saints Row fan service though, you'll only get one or two lines with Pierce and Oleg, there's no mention of anything else and his personal mission is just a fairly mediocre loose cannon cop scenario. The Gat Outta Hell skin is nice though.. Why do I keep doing this to myself? I'm like 95% sure if I talked with the developer, I would come to find this game was made in an hour. It looks like some sloppy microsoft paint job with, some free generic sound effect, with some free generic annoying music. Ugh... Oh and everytime you shoot the ball it takes a screenshot, so I had 150 images when I exited. Lovely.. Absolutely terrible simulation game. This game has one of the worst user interfaces I have ever dealt with and what makes it worse is that the nature of this type of game is pretty much only user interface.. 10/7 would play never again . keeping in mind that this product IS in early access still and things may have changed a lot when you read this. with that out of the way, what do i think of unbound? well... i like it. that being said its rather sparse feature wise as of now but if the developers keep going the way they are and continue supporting the program then i can see it holding its own in the budding VR modeling\/sculpting market.

an important thing to note here is that this ISNT a game, its a tool. Tools are meant to do a job and given the neich this fits into it currently dosen't have much contest in my opinion.

so, should you get this? to awnser that you need to ask yourself 2 other questions first:
1) am i a sculpter? do i enjoy the process of sculpting, frustration and all?
2) am i interested in digital are but find working with a 2D screen unintuitive?

if your answer is yes to both then this program might work for you. that being said, always do your reaserch first to make sure this program is what you are after.

This game is very, very enjoyable, one bug i found was powerups not recharging for 1 match. I purchased this game, played for a good 30 minutes with my friend. and really enjoyed it. The menu was a small bit confusing. yet simple, I feel it has great taste. The tron feel. only first person which adds a cherry on top. now at first i didnt like first person. because all trons ive played were third. i now prefer it to be honest.

Over all. i highly suggest buying this. ONLY! if u have a friend to play it with. like i did

7\/10 good buy add more maps and vehicles. and it will be a 10\/10 (i had small lag at start of match). Can I hide in any way I played this game in my steam profile? It's total crap and screenshot simulator. Don't buy.... Completed this impressive game in 11 hours (80%). Design is amazing, art reminds me good old days on my SNES (there is a CRT filter). And the music is just perfect. This is definitely a must-buy.. Easy 100% / 10min. OK little game. The interface is a little difficult to use, and I am not sure the mechanics quite hang together in a fun way. Also seemed very easy on standard.

The constraints on the zoom and view angles were pretty frustrating at times and it was hard to gather information easily.

Creative mechanics thiough. Personally I think I would have enjoyed a trading game more where the routes were persistent, and this also would have ameliorated some of the interface and view problems. It is not good to make players keep interacting with the weaker elements of your game again and again.