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Dark Horizons: Mechanized Corps Torrent Download [addons]



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## About This Game

**WARNING: THIS GAME IS CURRENTLY IN EARLY ACCESS AND IS CONSIDERED IN ALPHA. IF YOU DO NOT WISH TO PARTICIPATE IN ACTIVE DEVELOPMENT OF A GAME, PLEASE DO NOT PURCHASE THIS ITEM. YOU WILL EXPERIENCE POSSIBLE BUGS, GAME RE-BALANCING AND PERSISTENT STAT RESETS DURING THE DEVELOPMENT PERIOD OF THIS GAME.**

In the year 2210, fifty years after the start of the machine wars, the battle mech is the premier weapon of war. Standing over 35 feet tall and weighing up to 40 tons, these hulking behemoths are walking arsenals of firepower and armor that have no other rival in a theatre of war. As part of your factions Mechanized Corps, you will need to utilize your intellect to custom configure battle mechs that suits both your play style and the mission parameters as well as hone your skills and cunning as a pilot to survive

Play on your own or join the action online in a persistent warzone called "Faction Wars" that enables you to not only fight for domination over mission zones to earn unique unlocks and achievements, but also create and manage squadrons, and tracks player and squadron stats.

Dark Horizons : Mechanized Corps is the sequel to the 2005 Independent Games Festival Finalist "Dark Horizons Lore" reviewed on The Junkyard <http://legacy.the-junkyard.net/reviews.php?action=viewreview&id=46>.

### Currently Implemented Features:

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- Intense mech based combat. Unleash your firepower and tactics on your opponents. focus your attacks to localize damage to destroy weapons, equipment or even cripple and more readily destroy enemy mechs.
  - Customize multiple mechs to suit different styles of play or mission types. Choose from 4 different mech classes, 41 different weapons and pieces of equipment, custom paint styles and colors and more. You can employ any of these saved configurations in-game as you play.
  - Play any mission offline versus bots, in instant action mode.
  - Or get into the action online against up to 16 other players (per mission)! NOTE: 32 players being worked on.
  - Earn stats for leaderboards and achievement unlocks in a persistent game environment.
  - Faction Wars, persistent online battle.
  - Multiple mission environments, with 6 zones currently available.
  - 4 games modes including Attrition, Team Death Match, Free for All, and Mini-nuke.
  - Create or join a squad and fight together to take control of various mission zones online.
  - Pilot progression through military ranks that also unlock faction bonuses.
  - Implementation of 3 main factions (Federated States, Eastern Confederation, Overload Mercenary Guild).

NOTE: The Faction Wars system is currently still in development, but our first order of business after EA launch is to work on getting the persistent stats feeding into the online war map system.

### **Features that are in development**

- 32 players for online missions.
- Addition of dozens of new and unique weapons and equipment to configure your mech with.
- More mechs for each class, providing additional unique configuration options to try out.
- Faction Wars, the persistent online war component will be implemented on an ongoing basis with features like:
  - Variable spawn points per mission based on which faction has control over that mission online and other factors.
  - Contract missions for mercenaries and faction pilots.
  - Co-op missions with special raid and recon missions.
- Deploy equipment in-game at various locations throughout each mission to construct bases that will help secure key locations and enable your team to take control of the mission against your opponents.
- Additional Game play modes like Siege, Raids, and Arena mode.
- Addition of new missions through out Early Access.
- Support for additional platforms (Linux/SteamOS/Mac).

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Title: Dark Horizons: Mechanized Corps  
Genre: Action, Indie, Simulation, Early Access  
Developer:  
Max Gaming Technologies, LLC  
Publisher:  
Max Gaming Technologies, LLC  
Release Date: 22 Jul, 2014

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**Minimum:**

**OS:** Windows Vista SP2

**Processor:** Dual core 2GHz

**Memory:** 3 GB RAM

**Graphics:** DirectX 9 256MB Video Ram

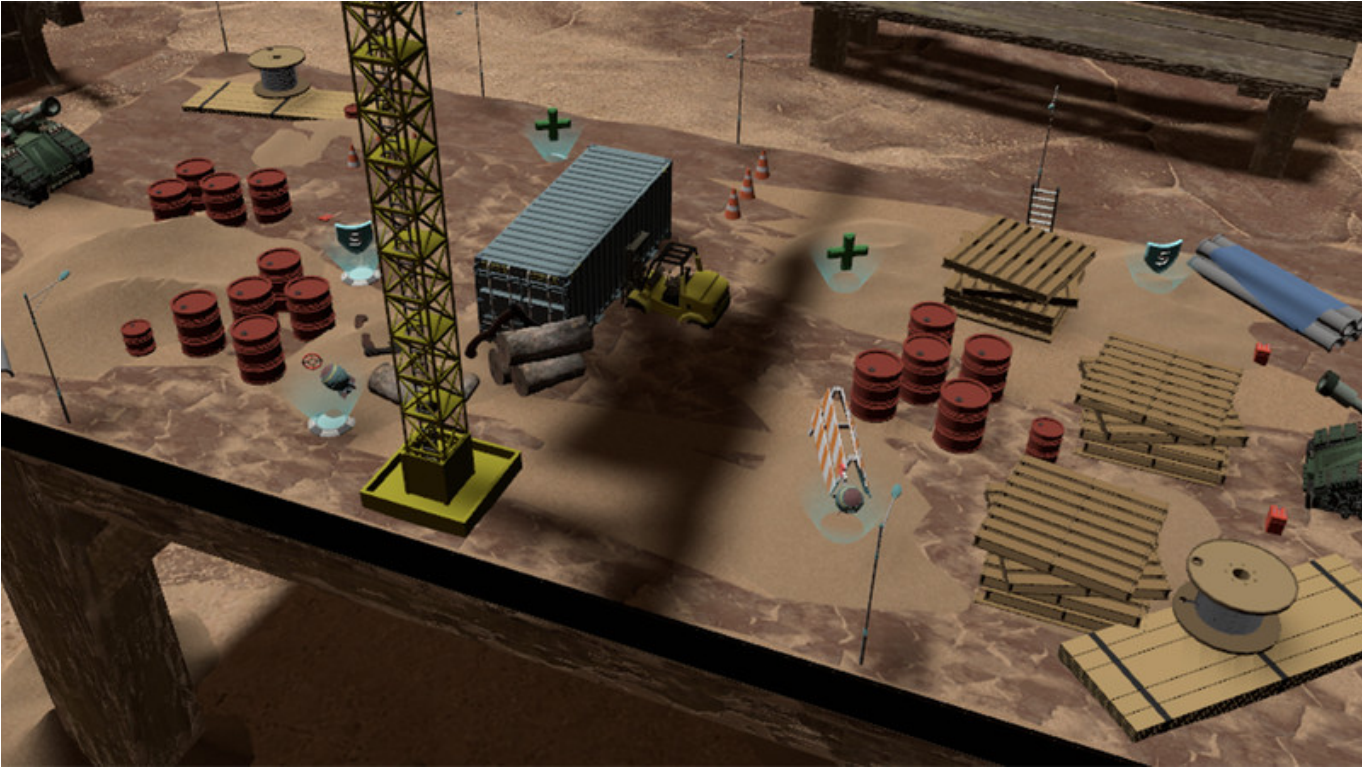
**DirectX:** Version 9.0c

**Network:** Broadband Internet connection

**Storage:** 2 GB available space

**Sound Card:** DirectX 9 Compatible

English



Tagessieger

  
**[Odin] Sandra**  
 14.755 Punkte in 238 Runden







Our newest Member

  
**Lisa**  
 A hearty Welcome!

Best Round

  
**[Dub] Peter**  
 725 Points Best Round

Rounds	Players	Custom Rules
1	2	Click here to start a table with 1 round
3	3  Michael  Vladimir	1 2 🎰
8	4	Click here to start a table with 8 rounds
4	2  Sandra	75% 15 48 🎰
4	2  Caspe	95% 3 4 🎰
4	4  Peter	49 156 🎰

-  Competition
-  Quick Match
-  Slot Machine
-  League
-  Create Table
-  Invite Friends



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What Am I doing with my life/10.. A very meh game in my opinion.. This game is a classic.

Warning, the graphics are way outdated. I think this was released on the Playstation 1.

But the game has randomly generated dungeons, and classic game play. It is fun, and it does not get old.

If you are a fan of retro gaming, and love RPG's such as Diablo, you are going to like this too.. This is a really fun "glitch-fantasy" turn-based roguelike RPG. There are a good variety of items and enemies in the game, and the item and enemy descriptions are really well written. There's a fair amount of different classes and races, and at the start of each run you can choose from three randomly generated characters. Each run feels really different, and overall this is just a super fun game.. how to you use this?. KTBG has some potential, however, even for an EA title, it is very repetitive, and there are not much difference between each level..

You can't really do what you want, and there are not much ways to kill the bad guy. You often find yourself thinking : I want to kill him like this, but you have no other option.

All the "bad guys" are the same, no specific behaviour from one to another. I don't play multiplayer, and I can't remember if devs were talking about the multiplayer mode when I bought it years ago...

A good game, but very very repetitive. To buy on sale. 10\20ac is a bit expensive for the content by now.. God, this game is frustrating. There's some things you could say about how the writing is intolerably overloquacious due to both the thesaurus-laden bloviation of the characters and the sesquipedalian nature of the prose, but that's fine, whatever, it's kind of charmingly pretentious in an art-film sort of way. The combat, too, is sort of weird and overly complicated in some ways, but it is also fine. What ruins this game is the speed at which things happen, which is to say, the slowness of everything going on. Our heroine is going on a terrifying adventure which may take her lives and very sanity, but she sure is in no hurry to get there. Everything just drags on forever past the point of patience, and it's insane that anyone felt this was acceptable. It's like you're watching something in slow motion. If you are, perhaps, on quaaludes or something else that slows you down, then Winter Voices will seem like a normal game and then it is recommended. I wish that it were different, because I like the setting and the idea (even if the prose is written by someone who thinks they are way more clever than they really are) but I just can't.

For a while there were cheat engine methods you could use to get around this but they got patched so now you can't. 4/10. So far i've had so much fun in this game and i've gotta say this game has the most potential of any games i've played for years! like the whole idea of it is actually fantastic and i can't wait to play in the competitive scenes of this would def be hard but fun as heck here is my thoughts on what i think could benefit the game alot!

cons:

-u can spam crouch while running which makes you not make any noise which is kind of broken u can do that while hitting crouch + spacebar aswell

-i love the jetpack, but i bet later on people will start complaining about it trust me they will and i think to prepare for that nerf the amount of fuel it can have would def prepare for the players complaining about it

-so as stated in a friends review being able to toggle ads and hold big lover for hold i would def look forward for hold

-grenade slot and healing slots so so first of all reduce the slots down to 6 make a specific slot for the grenades and healing i think, since currently i feel like 8 is a bit 2much and hard to figure out ur inventory and reduce the cap of the grenades u can hold since it can be 2op having like 10 gas grenades bc of endzone

-the inventory management could be fixed up a bit so it's easier to navigate in your inventory i'm not saying the current one is bad but i could def be better! <3

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-more quality options which i bet is coming 100% being able to remove shadows etc would be very nice to have

-items maybe scale them a size up so it isn't as clunky to loot sometimes?

-bots should def not be in the game but i get that they are there to compensate for lack of players :)

Anyways i will def get more feedback in the future! but for now this is it and i wanna give special thanks to devs for listening to the community and players in general much love actually made my day yesterday knowing the dev personally added a friend of mine after he made his review! huge respect! <3. well, to beginn with this review i have to say that i am really dissappointed by the game! i know many people would just need one sentence to describe this game, but i don't think that it is so bad.

Yes, the game promisses more than it actually gives. there is a screenshot about a train derailment near a sawmill, but it's not in this game! there has been one in the previous part. and this is the only part that really gives you missions you only can achieve with the Ladder Vehicle. i surely see that the game could be better, but knowing the companies that worked on it for a while i realized they never done something big and cool. those companies are known for making the worst simulator games on the market.

Compared to the current version of Emergency 2016 (Emergency 5 with a Upgrade), even EM 2016 is better and it has gotten a really ♥♥♥♥♥ path finding AI .

Dear Developers of Rescue 2! , please patch this game! you know that you keep makeing people angry by promiseing more than you can give those people.

i won't ever by any part of the Rescue game Series. i better stick to the Emergency Series and other Rescue Simulators.

To All people who think about buying, Don't Buy This Game! Buy Emergency 2016 instead of this game! there is even better and changeing music!

Thanks for reading

. This game makes me sad. It should not have been released from Early Access is the state it is in. While the Dev had made a lot of bug fixes and some UI improvements since launch, there is still a long way to go until it is a game worth spending your time and money on.

As for my 1.6 hours of playtime, it has given me enough experience with the game to know that it is not worth my time to keep playing it as it is. I am willing to give it another try if more improvements are made, but as it is they may be the second game I have ever used Steam Refund on.

My main problems with the game so far have been-

No customizing your character. You start with Herk, add some poorly defined stats, and you can choose from 4 different coats and add a face mask or glasses to your Character. That is it for Character Customization. You will always play the man named Herk.

The UI is terrible. This is still true even after the update that did make some improvements, but it is still ugly and requires more clicks than it should to get a simple task done. such as searching a location for items you know are there. Example. If I am next to an item on the ground, and I press the Hot Key to pick it up, there should be no need to confirm that yes, I really would like to pick up said item.

Combat UI needs a lot of improvement. When you chose to attack, a circle showing your attack range for the equipped weapon and % to hit for anything you move the cursor over. The main problem is trying to aim past somebody to fire a long range weapon, ignore the to hit % as it is a complete lie, and more than once I am unable to use a melee attack on somebody standing right next to be because of "reasons".

Caravan map needs improvement. The way to travel from location is through the map screen, and there are several problems with it. First is drilling for items. You can purchase "Rumors" of treasure buried out in the wasteland. The problems with this, is



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you have to find the exact pixel that contains the coordinates of the "rumored" treasure, so get ready to have fun as you click around the map looking for this pixel. Add to this the incredible problem of traffic in the Barren Wastelands, the game feels more like a trip to Walmart on Black Friday rather than a post-apocalyptic world. There are roving caravans everywhere.

This game has other problems, but I don't feel like listing them all and the Dev has been active in forums and has released 2 patches since release that have fixed many bugs and made some UI improvements.

This game has a lot of potential to be a really good turn-based game, but it just isn't there yet and the rushing of the game through Early Access is an act of desperation that makes me think that maybe this game will never receive the attention it needs to be a great game. I hope I am wrong about this, and the Dev continues to work on the game making the necessary improvements to make the game enjoyable.

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Brilliant in its simplicity, get it while its on a deal! worth the \u00a3!\$. Huge dissapointment.. Somehow i like this better than the original.... I really enjoyed this game! I'm a huge fan of the Nancy Drew games, and I think this is one of my favorites. The puzzles are great, the setting is cool, and the plot is creepy. It took me the most hours out of all the games to finish. (Probably because of the sudoku!) If you want a challenging and spooky Nancy Drew game, go for this one!. Very good and entertaining, easy to use and smooth operating - Recommended. la verdad no me gusto un carajo.. Game certainly has a good foundation for what it sets to do.

However it's way too dead for any PvP or T-Hunt, no server under 200 ping had a single person near me (EUS), so all I had to try is the single player. However the Single player itself pleasantly surprised me. Maps are big and asymmetrical, some with lots of verticality even, and the night maps in many places don't just get dark, but are PITCH BLACK. The AI, while only enemy, is pretty fun to play with. Right now they only have one set of voice lines that I've heard, so the same "CONTACT" every time you get spotted plays, but that leads into the good part. The AI won't just stand around waiting for you, sometimes they will, but behind a wall or in a dark corner, other times they'll actively hunt for you, and if you've already been spotted rather than shouting "CONTACT", they'll just put you down. The sound design and atmosphere the game already has in place is amazing, for both the guns and ambient map noise, which really sets the mood for jumpscare, cause when the AI hunts you, they'll often do it in complete silence, and walking down a pitch black corridor slowly approaching an open door and suddenly hearing a shout or three bullets entering your spine really made me jump... on multiple occasions.

Whether a good, but incomplete solo-play is enough for 20\$ is up to you, but if you could get friends on board with this game and have a 2v2 or play coop, I would say 100% grab this game.. Its a good game but the skeleton head freaked me out the first few times it talked because i didnt know what was talking but that made it all the more fun. This game... Is AMAZING!. another game i bought to fap uuuh i mean for the plot ...

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