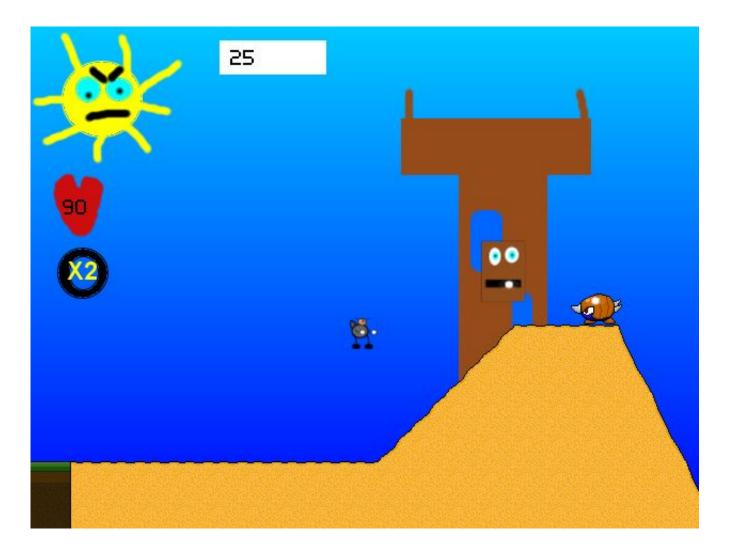
Dark Horizons: Mechanized Corps Download Direct



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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 <a href="http://legacy.the-junkyard.net/reviews.php?action=viewreview&id=46">http://legacy.the-junkyard.net/reviews.php?action=viewreview&id=46</a>.

## **Currently Implemented Features:**

- 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 out 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 a 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.
  - o 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).

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

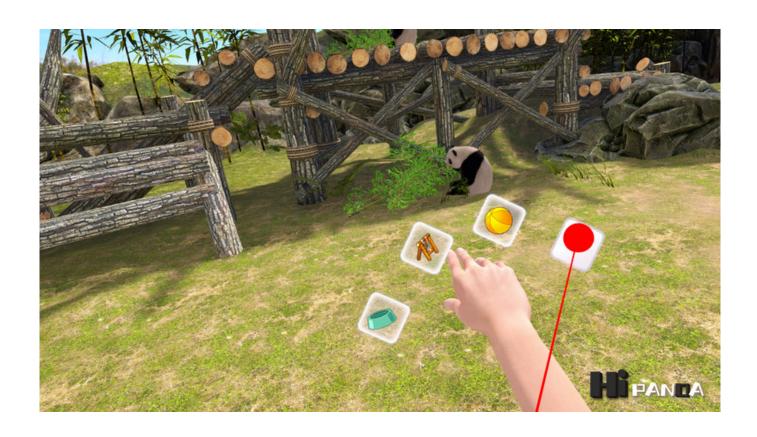
**Network:** Broadband Internet connection

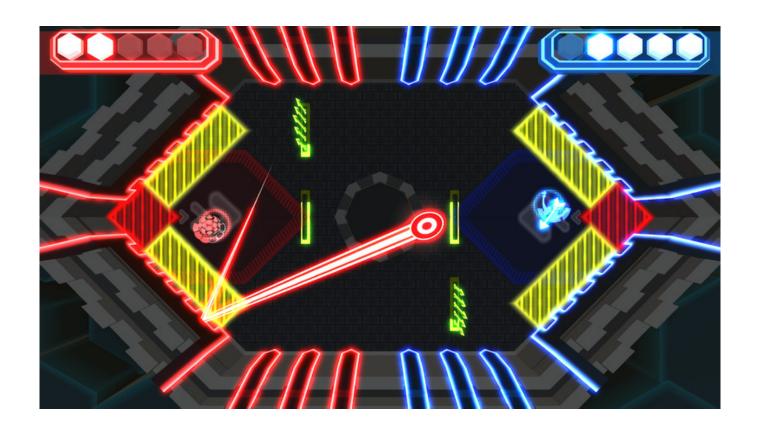
Storage: 2 GB available space

Sound Card: DirectX 9 Compatible

English







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They should replace the word random in the dictionary with POP: Methodology Experiment One.. This game is horrible, there is absolutely nothing to do but to eat carrots and got through a portal, and also the trading cards are broken. 0.1V10. Had to read and match the words, "Purple and One", Prince Illuminati confirmed.. The game's fun for like 5 minutes until the gameplay gets old. Idk why I'm leaving a positive review.. I love the graphics and simplicity of this title.

I just wish it was more challenging or having a little bit more content, because finishing it in half an hour is not a problem.. A solid game for the approximately 2 UKP I paid for it. However a word of caution: if you suffer for motion-sickness the fixed perspective on the ship and spinning landscape will eventually start making you feel nauseous. This is why, unfortunately, I can only comment on the first level.. I'd say buy this ONLY IF NEEDED! The items are extremely op and should be used for post game or what I did and use them only when I didn't feel like grinding. Other than that I stuck to regular items. You need to unequip them from the characters every time you get them though. The accessories like the Umio face mask are funny though. Fallen Neptune is my favourite because it's just a tiny Nep that fell into someone's head. You can only see her waist and below plus that bit a fanservice which her you know whats are showing at the proper camera angle.. Good metroivania game with clever puzzles and nice music!

Needs some work on the controls and interface but it's a decent Early Acess game.

Looking forward for the final version of the game!. Great value for money, if your looking for a railtour engine, all scenario's work. Quick Drive, is fantastic, on Western Line of Scotland if you own that DLC. Also, has a cold start function, so plenty of in cab thngs to do. Layout is well done as well.

Is it value for money at list price? Yes, I would say so. Please note there is no passenger view from the train. I personally don't find this an issue, though some users do like/prefer passenger view.

Sound is good as well. I use this engine regular, I bought it on an offer with 50% off, so I consider this purchase to have been extrememly good value for money.

Raises your euphoria level up high.. Story seems fine and music is really good. The art and some of the gameplay could have used a couple more months of polish but it's far from buggy.. This game is a P.T clone in the best kind of way, its a little rough round the edges, the walking speed was maybe a bit slow and some of the gameplay can get a little tedious but I downloaded this game to freak me out and it did that with flying colours. This may not be for everyone but if you like P.T, layers of fear and other walking sim/horror games I strongly advise this. This game shows how creepy a game with just the right atmosphere and pacing can be. This game was made by one person on what I presume was a limited budget and I hope this game sold well because I would love to see what Erebus could come up with on a bigger budget. The tone was a bit a schizophrenic but to be honest I think that added to it. Very few jump scares as well which for me was a massive plus.. Controls are awkward at first, but moving benbo around turns into the best part.

Pretty funny, never meem annoying.

Sadly no linux support so had to wine it, ran kinda poorly and the planeboss is bad but other than that a fun game,

I enjoyed this.. Pretty good demo.. A good little game. Not so easy to play, because it needs some tactics about classes. Bosses are strong enough to give a challenge.

After 5 hours spent, I'm far away from the end. Thank for this game. It is cheap, so i had no regrets to buy it. Honestly, I had never think that a little game like this gave me sensation that i search when i play a game. I'm not asking for more.

(if i wrote mistakes, sorry, english is not my first language). The story is nothing special, and not particularly true to any of the characters...but, the puzzle offers a fair challenge, and the pacing and presentation are well done. I wouldn't really recommend this to any kind of literary pureist, but if you like these kind of games, give it a try.. The developers of this game think that when you open a door - it opens towards you - instead of away. In turn when the door opens towards you, it ensnares you, forcing you to restart. Truly terrifying.. worth 5 bucks, good laugh.

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