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MechCorp Activation Code [License]



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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.

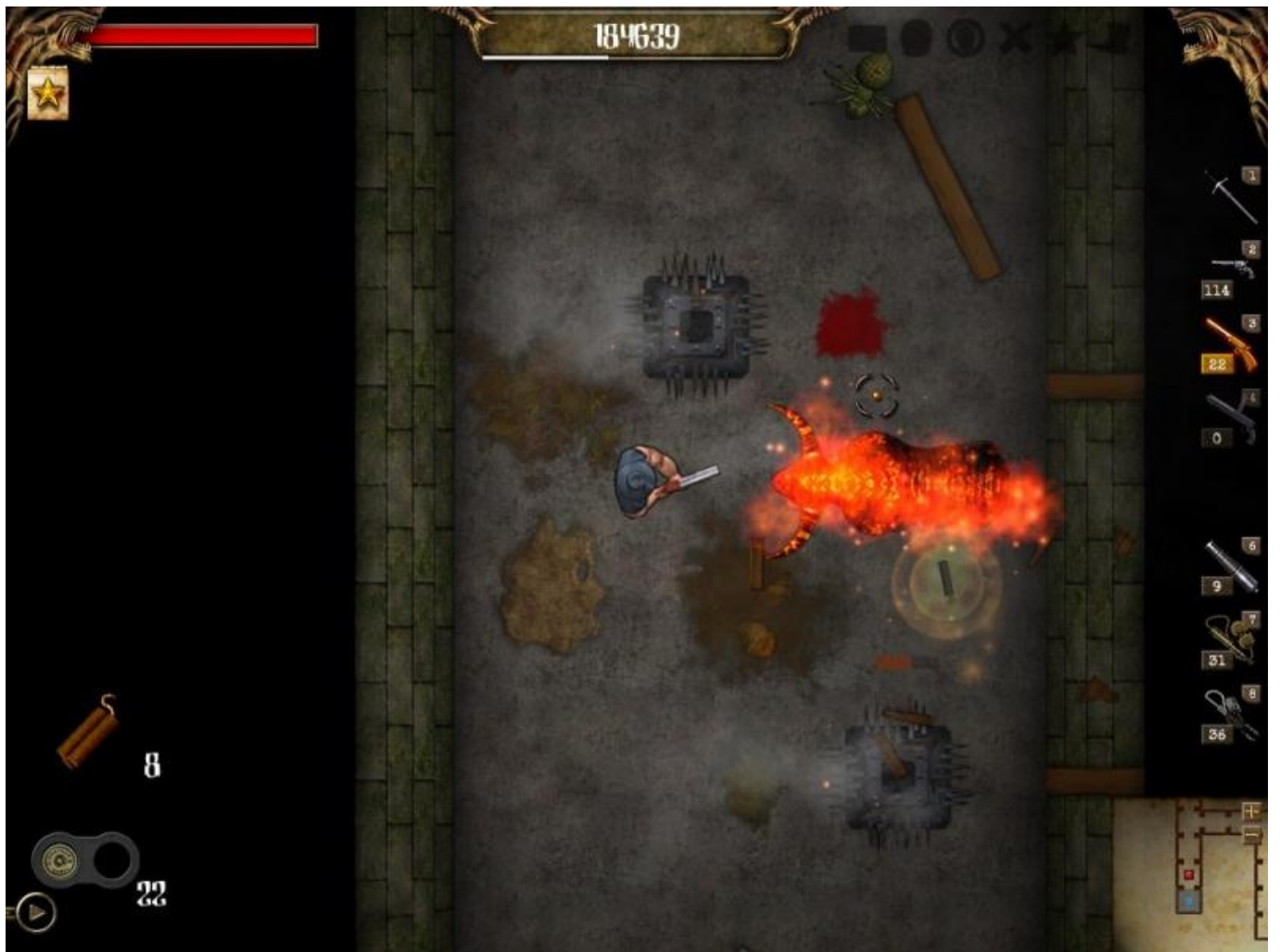
*\*This game is a passion project of a one man development team. It's heavily inspired by x-com, FTL and mech-warrior.*

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

b4d347fde0

English









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Really bad and unforgiving until the end. If you do one thing wrong or in the wrong order people die. And with the save system like it is it isn't easy to try again. Even if you could you don't realize you did something wrong until suddenly you don't have enough food to feed everyone. Very frustrating.. This is a great game and have recommend to some of my buddies that also like MMOs. I finally stopped playing WoW after playing hardcore since Cata. Still learning this game but so far very impressive not only the detail of this game but the mechanics are very enjoyable. To the devs Great Job and am learning now what I have been missing for years.. Disclosure -> I've played massive amounts of Blood Bowl 1 & 2 and used to have the boxed game.

Wood Elves are one of the most imbalanced teams. Unless you're up against Skinks for instance, don't even give Blocking a go.

On the plus side, you can still win with only 3-4 players standing based on touchdowns, and half of your team dead or injured.

Be aware that they are fragile (apart from the Treeman) before purchasing if you aren't used to the game yet.. Played 5 hours and there's nothing more to do anymore. All my new cars get no.1 in all tests, I win every race and I'm always make no.1 profit, but I don't know what I should spend all my money on? Tuning and researching? There is nothing more to do basically.. Fleens? You're not fleens! Hmph... Whoever you are, MAKE ME A PIZZA!. Simple yet addicting, learning curve is a bit steep but getting better is so much satisfying. Great devs. Would like to see this game expand and grow.. This is the VN I've been waiting for: it's disturbing, violent, bloody God, I simply LOVED this story. It's full of surprises, and your choices actually matter while playing. The art is okay (regarding characters and CGs), backgrounds were nicely done, background songs are also nice and they catch the spirit of the story.

If you like cute and happy VNs, this one ISN'T for you. But if you are looking for a more mature experience without the exaggerated fanservice which 98% of VNs have, please try this game. I hope to see more works like this one!

10/10. Oh, it would be awesome if developers could release DLC content like an art book or soundtrack!. That bloody voice is the reason I'm never playing this game again. Annoying, verryyy annoying.. But I want Katrin 10/10

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- Cheap asset flip with nothing more to it. It's just that.
  - Developer claims that this is for the community, yet bans every kind of negative feedback (Early Access titles won't work if you ignore everything that people dislike).
  - Developer thinks that people writing negative reviews are haters.
  - I myself have been banned from the forums myself with this reason: <https://i.imgur.com/VaZnhe8o.png>  
[Here is the link that I had posted http://i.imgur.com/VFG4ytMY.png](http://i.imgur.com/VFG4ytMY.png)  
[Yeah..... I'm most certainly some kind of hater. He also refuses to explain to me why I have been banned.](#)
  - [Horrible english spelling both ingame and in the update news. Just a hint: It's menu not menu\00fc, enemies not enemys.](#)
  - [He DMCA'd a YouTuber who released a negative review.](#)
  - [Dev uses alternative accounts to write positive reviews.](#)
  - [This is what the developer thought about the criticism. I quote:](#)

["Also we get some criticism from people how tell us "asset flipper" and "bad guys", negative criticism makes us also better, we are young people on a big market like steam and haters gonna hate, but we will make a game for the community with the community, so if you wanna hate us, dont buy the game and search a other place to hate. Maybe come back in 6 month and take again a look on the game"](#)

[I think it is clear that this guy can't deal with people telling him that he did something bad, and as a result he just does a whole lot of more bad by throwing out copyright strikes to YouTubers that have critique about his "work", banning people from the forums that have critique and marking negative reviews as inappropriate.](#)

[Dear Developer, if you happen to read this, then I am here to tell you that negative feedback is also important. If you go ahead and tell me that "negative criticism makes us also better", then why are you so hostile towards anyone giving you criticism? Feedback, positive and negative ones are both equally important. People who buy early access games are usually fully aware of the fact that the game isn't finished, but as a result of that, they will tell you about everything that they personally dislike. It's up to you to decide whether you will fix what displeases them in order to improve the game and make those people happy, or to find a different solution in case that you just have other plans and want something done on purpose. Banning everyone who gives you that negative feedback however will result in them making a quick refund and leaving a negative review. If you want people to like your game, then you will have to make improvements. Since this is just an asset flip \(you can't escape the truth\) you will have to make a TON of improvements before this will become a game that people are willing to spend their money on. Stop pretending this to be some kind of "Game for the community" when you ban everyone who gives you negative feedback. Yes, some people are just hating, but there are also some with legit concerns. Swinging the ban hammer either way just makes you look immature and insecure. If you can't handle criticism, then you should leave the internet. Your friends will be the only one that will do you the favor of telling you that it's amazing even when it isn't, but people who have spent money on your game and don't know you personally will confront you with the brutal truth, and the truth is that you just asset flipped that game and there is a ton of things not good about it either.](#)

[I conclude: You just want to get quick money. That's it. If you really wanted to make a good game, then you would actually listen to your community, but you choose to ban everyone giving negative feedback so that people looking at your game might not notice that something is wrong in the first place. Oh you greedy person.... But Valve is known for taking down games where the developer has upvoted himself via a second account. I'll be looking forward to that day where this happens. If you truly believe that everyone giving negative feedback are just dumb haters and that you do this for the community, then all you really do is fooling yourself.. Trash game because: multiplayer full of bugs \(bugged lobbies, AI taking control of my car\) penalty system worthless and cancerous \(they ram you away and you get a penalty\)](#)

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players in multiplayer stupid \u2665\u2665\u2665\u2665\u2665\u2665s

do not buy this game

+ the idea is great. managin' your own kitchen. upgrade it. produce good food and make customers happy.

+ i like that you must gain stars by working hard. the "day" is also great. prep-time, opening time and some prep time when its closed.

+ love the animations

- no customization whatsoever. most items have certain places where u can put em. thats it. no custom outfits. no colors for the kitchen etc

- customers order foods i can't make. i lack the machines to produce some foods.

- graphic glitch of food showing up shortly and then disappears again

- tutorial could be better

- recipe book is way too confusing while it lacks important information. for example "pizza margharita" shows me 2 cheese, 1 tomato & 1 ? as ingredients. Customers order this dish, but I can't make it (dunno how to figure the ingredient out)

- I unlocked the farm but I have absolutely no idea how it works. And I have no idea where I get seeds from.

All in all: A very lovely, good idea, but it lacks some important things: like you should be able to decide your daily menu (for example if you don't have all ingredients for curryrice, take curryrice for this day off the menu) or hire some staff. A desicion between staff and machines would be nice.

. Very good game but lack of protection and tutorial on new commanders ( deadly fully engineered cutter here)

It would be great to have a linear story option for new players to play and get reward while learning how to play this game. For example: 10 missions with different objectives. Each objectives provide a option for commanders to choose their own ship or provided outfitted ship to proceed the mission. The mission have detailed HUD guidelines and voice guidelines. Missions can be hunting, assassination, trading, yeah you get it. After finishing each mission the commander will get a small loan of a million dollar no jk they get some credits and unlock the manual for that type of activity. These missions also lock commanders in solo play and teleport that player into a specific system to do the mission. When finished they'll teleported back to the original system. This whole story could be a memory flashback of one of the superpower leader. This can further enhance the background simulation and universe building. Also I think the jump effects are\u2665\u2665\u2665\u2665\u2665\u2665please change.. This game is a quaint text based adventure with an interesting plot and good comedy.

I especially loved the transition when you change the background color.

(its so beautiful)

This is the perfect type of game to revisit every now and again, but not get every ending in one go. I feel like the world of this game has so much more potential. So many more stories to tell. One thing I disliked was when you replay the game, it can feel as if the different choices you make when you start change nothing. It would of been much more satisfying if, as an example, the beginning would have a different feel depending on what you choose to do in the game. But thats just what I think.

Overall I belive this game to be very enjoyable and something I would reccomend to many people and find it a very nice experience.. got boring in the end



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