MechoEcho Download] [Ativador]

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About This Game

Enter MechoEcho, an ethereal world where all that stands between you and peril is your own ingenuity. Use blocks, engines, and an array of tools to invent and build wildly creative machines. Pilot them to solve the 3D puzzles in each of the 40 levels (30 from the original campaign + 10 extra tough expansion levels) and Sandbox.

You'll transform from human to machine and back as you explore the shadowy cyberdeco setting with sheer drops, a pulsing soundtrack, and strange creatures out to destroy you.

The customized physics engine is highly accurate which makes driving fun and easy. Go from beginner to master as the carefully crafted difficulty curve takes you to the crazy hard final levels. The addictive, challenging puzzles will inspire you to dream up ever more creative machines.

In this cyberpunk fable, you awaken in a mysterious computer simulation after having witnessed the end of the world. Neither human nor machine, you carry the scars of the last days of humanity, and the mistakes you struggle to unmake. The past and present stories of Echo and her creation unfold in pieces and memories that weave together a tale of lost hope, escape, and possibly redemption. In the end, the fate of humanity is up to you.

Key Features:

- **Build, Drive, and Solve the Puzzles**
  You build machines to overcome any obstacle in your way, and pilot them to safety as you solve the 3D puzzles in each level.

- **Endlessly Creative**
  There's no one solution to any problem, you can construct machines within machines, catapults, walkers, climbing robots or anything you can imagine.

- **The Challenges Keep on Coming**
  Sometimes, blocks may be in limited supply to further challenge your resourcefulness. Oh right, and creatures are trying to kill you.

- **Accurate Physics Engine**
  Your machine will move the way you design it to move, as long as you can drive it.

- **Sandbox**
  Unlimited blocks in a specially crafted Sandbox level. Challenge your engineering skills at building robots with no limits!

- **Stunning Visuals**
  Looming spires of art deco buildings break the horizon while particle beings run on precipices and creatively conceived machines keep the action moving.

- **Compelling Story and Characters**
  Mysterious post-apocalyptic fable where you choose the ultimate fate of humanity.

- **Mesmerizing Soundtrack**
  The haunting electronic music pulls you even closer into the virtual world of Mecho.

- **Addictive Gameplay**
  Tested on actual humans who would not stop until they solved the level ... and they didn't want the game to end!

Title: MechoEcho
Genre: Indie, Simulation, Strategy
Developer:
Resilient Games Ltd.
Publisher:
Resilient Games Ltd.
Release Date: 18 May, 2016

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Minimum:

OS: Windows 7 or Later

Processor: Dual Core 1.5 Ghz
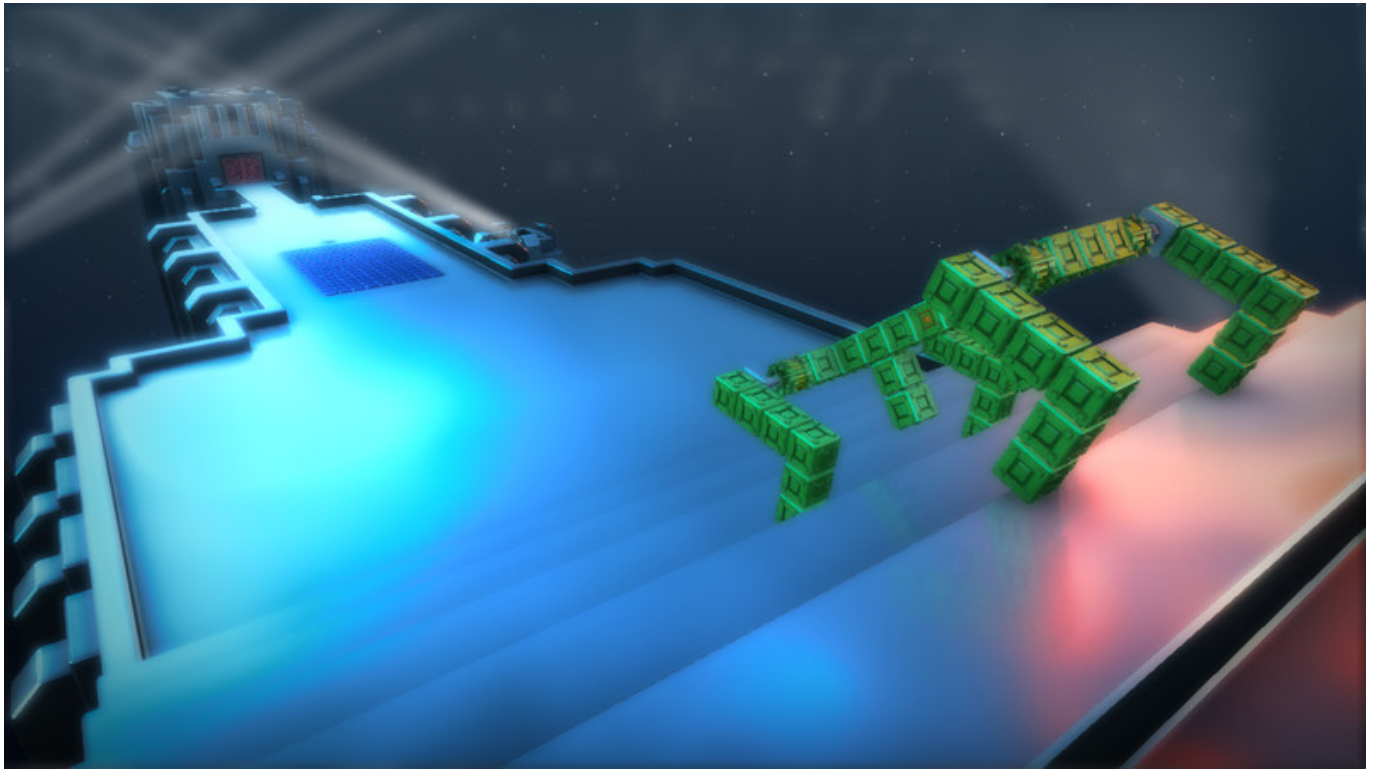
Memory: 1 GB RAM

Graphics: NVIDIA GeForce GTX 460, AMD Radeon HD 5770
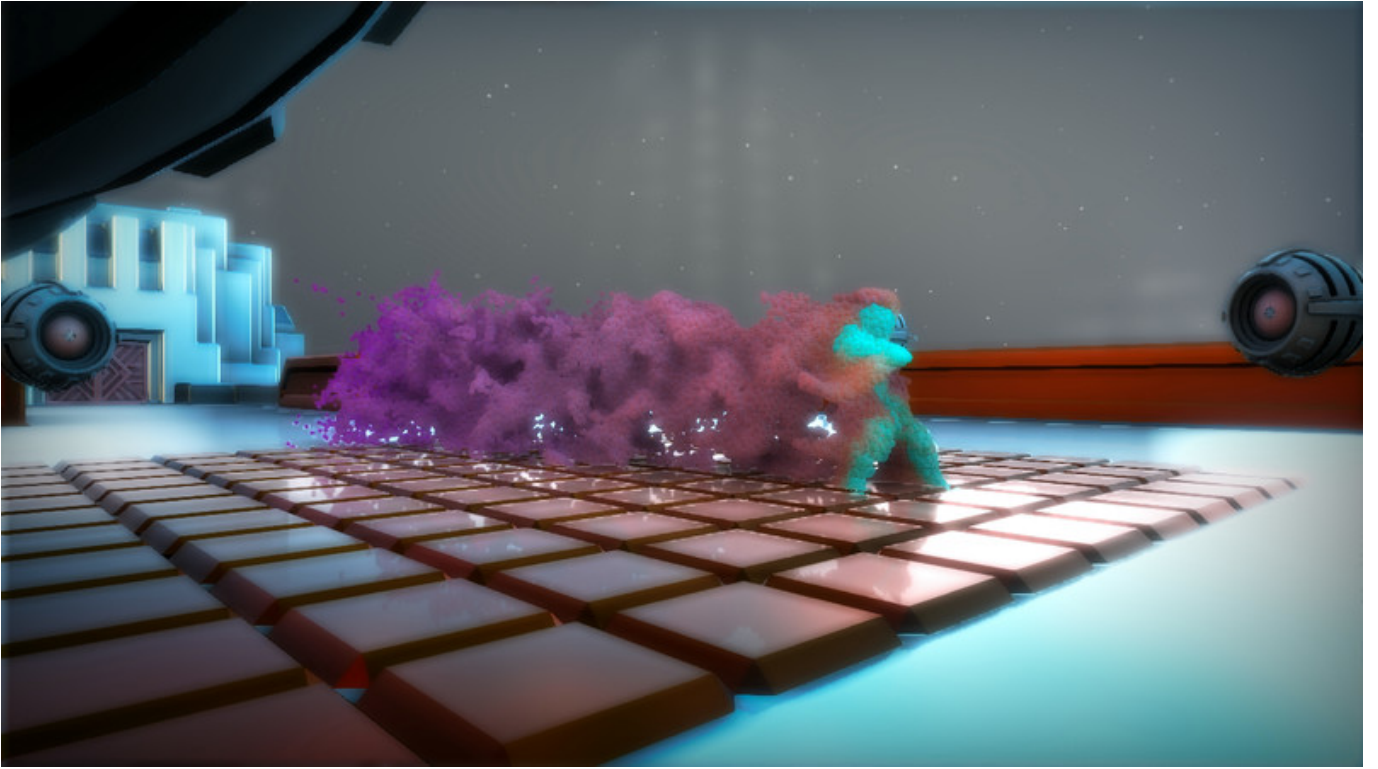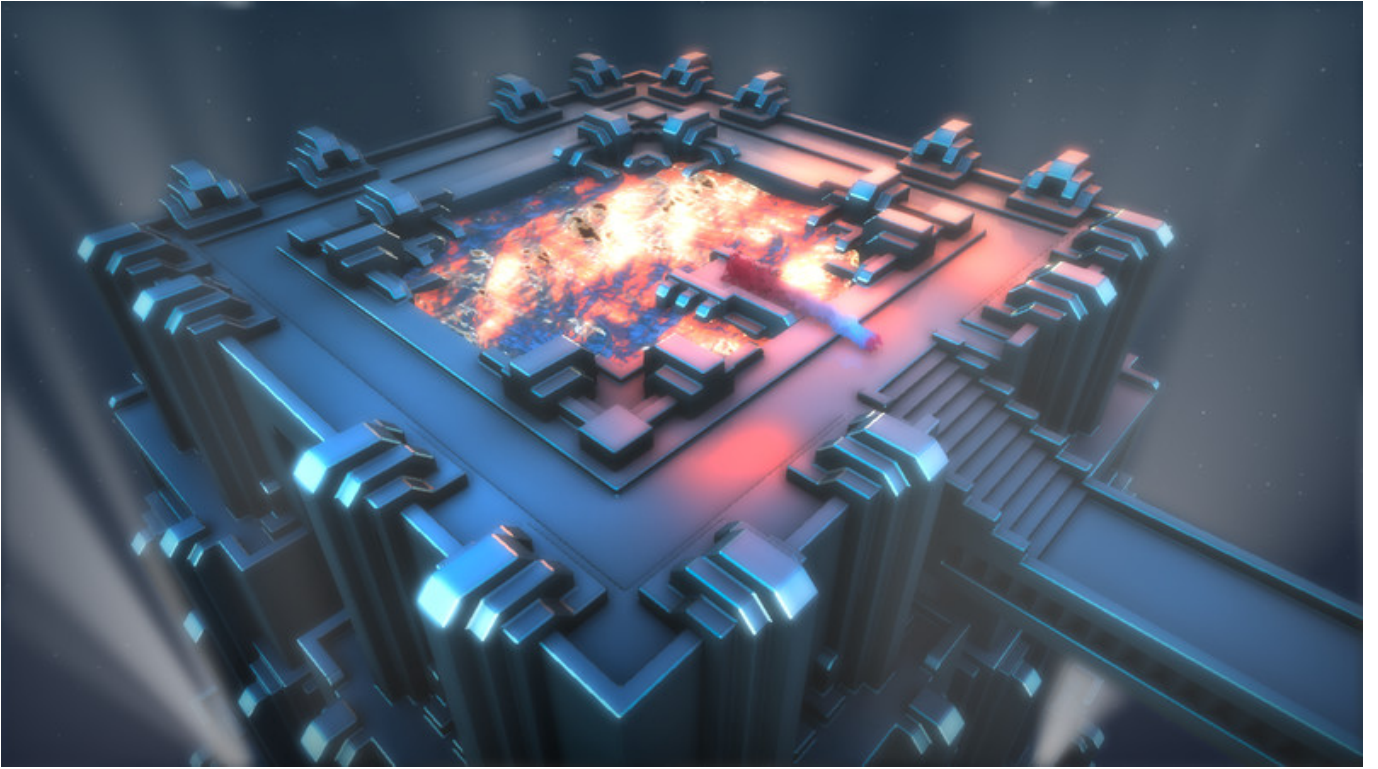
DirectX: Version 11

Storage: 2 GB available space

Additional Notes: The game requires at least a DirectX 11 Graphics Card with Shader Model 4.0. Intel integrated graphics cards are not supported.

English

Great puzzle game but it is difficult and I would only recommend it if your looking for a challenge.. i just tryed out this game i love the idea and the look but the graffics are not as nice as they seem still you can't even play it
i tryed all kinds of methods i normaly use and its a bust framerate is so bad i can't even move the avi maybe il try again but for how this is all i gotta say about this game hope the fix this major problem. Edit: I have changed my rating into positive since the dev added new levels which are quite challenging. Be warned that the physics in the new levels seem to be a bit wonky though. It seems like you will spent more time on these 10 bonus levels than on the whole rest of the campaign.

Was a bit over the fence on how I should rate this. The game itself is functioning good, with a bit of lack of comfort actions like being able to move multiple blocks without hacking them off first. The UI could use some work, but the physics themself work fine I think. Graphics and framerate were good, too. The story behind the campaign is good enough to keep you engaged with the puzzles, but you could also completely ignore it if you just wanted to play the puzzles.

What pushed me over the edge towards a negative review was the lack of content. The developer claims that you will need 10 hours for the campaign. This is not true. I beat the campaing in about 3.7 hours, which is too little playtime for the money asked. And I suppose there will be others that are faster. Most solutions are obvious at first glance and the few ones that aren\u00b4t are spoiled by either the trailers or the game itself.

I haven\u00b4t tried the sandbox yet, but I didn\u00b4t buy this game for the sandbox. If I just wanted to create amazing constructions I would rather recommend Besiege, which is cheaper and has more options. I was waiting for this because it promised a good campaign with hard nuts to crack. Which it doesn\u00b4t. It also doesn\u00b4t contain an editor for levels or a workshop for players to share.

I will change this review to a positive one if either the game becomes cheaper, more levels get released or an editor for more levels gets added.

If you are however new to games like this you will probably have a harder time and thus get more playtime out of it, so you can probably check it out. Could also be good if you want a valuable game for your child to learn and train spatial imagination.. Graphically rich environments with intuitive concepts and an entertaining narrative make make MechoEcho great. I enjoyed completely levels in more than one way, and as someone who doesn't usually play puzzles I had fun being challenged and overcoming obstacles.. Amazing atmosphere and just beautiful. I am really looking forward to sinking my teeth in some more of the puzzles. The world is just sucking me in.. I picked this up on sale and really enjoyed it. Like playing with legos, but with programmable parts to complete a task on most levels. I'd never played anything like this, and had a little bit of trouble understanding some of the early construction puzzles and how the pieces could work together, but once I understood what was happening I was able to build interestingly functional devices. There's a lot of freedom in what you can build. I don't know if the later puzzles were easier, but it seemed like it all started making sense to me around half-way through. so I guess that's to say: don't get frustrated too much early on because it might all "click" if something's not making sense.

Steam says I got 12.9 hours in my playthrough. I'm a casual gamer, did not use any guides or walkthroughs, and was completely unfamiliar with this type of game - so if you're like me that might be what you can expect from the 30 main levels of the game. I have not tried the sandbox or the challenge levels though. I looked at one of the challenge levels and it looked very tough. Overall, I thought the game was both creatively engaging and fun.

Great game with challenging and interesting levels. Intruiging story line and user friendly mechanics. Would recommend for anyone interested in puzzle and robotic games.. A fun enough game, with a fairly predictable but otherwise engaging plot and some rather satisfying callbacks towards the end. Sadly, let down by often uninspired puzzles (they're, every single one, get over There - so much wasted potential. There could've been puzzles and tools for you to split apart and come back together, to transform, more freedom in how you approach problems) and the annoying controls (no undo button, no easy block rotation, annoying resets of the Free Camera button, etc).

Still, enjoyable enough diversion.. Great puzzle game but it is difficult and I would only recommend it if your looking for a challenge.. 8\/10
Basically Robot Arena (you construct a robot) but instead of a fighting robot you make a robot which would climb over some obstacle, e.g. stairs, a wall, a narrow passage etc.

Pros:
- a unique idea (though arguably it's still much more fun to fight with robots in Robot Arena than just climb over obstacles here, unless you really are into non-violent games)
- interesting story

So-so:
- the puzzles are varied but solving them didn't feel satisfying. Most often I'd just either randomly stumble on a solution, or iterate on a supposedly incorrect solution until it would (clumsily) still perform the task. The whole puzzle is physics-based, so even with a wrong vehicle you can sometimes reach the goal. It would be great if the game had an option to show the solution which the author had in mind, e.g. after the level is solved.

Bad:
- there are some annoying useless animations which slow the game down, e.g. the character needs to step on a plate, then "covert" into a robot (long animation), then you can build the robot. In fact, the whole running thing with picking up the story pieces feels somewhat out of place since it's just a puzzle game with robots. The running part should have had more gameplay (not just running), or maybe it should have been taken out altogether. The story could just be told in briefings before\/after puzzles or whatever.

A unique physics-based puzzle where you construct robots to climb over obstacles. You will like it if you enjoy physics-based puzzles and like to construct\/engineer mechanisms.. Mech-O-Echo Is, simply put, an AMAZING game!!!
If you were the kid who built every model in the pamphlet that was included in your Erector set, than this game is definately for you. Even if you're not naturally inclined toward tinkering there are hours of enjoyment to be had here.

The game's strength is in it's simplicity. There are around 9 basic parts.
They are unlocked over the first 8 or so levels and given a brief, but sufficient explanation.
You use these parts to build a machine that is ,(hopefully) capable of getting from point A. (The start of the level.)
To point B.... (you guessed it, the end of the level.) Actually they are not levels so much as they are ...hmmm, courses!
...Obstacle Courses...!!!

All of the levels are well thought out, while the game is a solid challange, it's also very do-able. You've got to be creative though and able to think outside of the box.

There's plenty to keep you occupied too!!! The Basic Game alone has 30 levels and then theres an additional expansion (included.) that I am wonderfully, blissfully, hoplessly stuck within. Yeah..., I beat the first 30 levels and felt like I was pretty good..... then the expansion stood up and bit*%slapped some humility back into me. It's truly on an entirely different level. Still...as unable as I currently am to conquer the expansion, I'm left only with a quiet determination that I Will get it soon enough!

That is really an accomplishment in my oppinion on the part of the game developers. I mean... I've been stuck on this dang level for nearly a month....play it every day, at least a little, Still stuck as stuck can be. . . yet I'm not frustrated... because it's not that kind of game that leaves you feeling victimized at the difficult spots. Just knowing that you've got to think of it from a new angle.

All in all I give it a 9\/10 (which is as good as a 10 because I refuse to adhere to the belief that anything deserves a perfect score. Lest we are arrogant enough to assume that we have reached the highest plateau of our ability which, also, I refuse to believe in. (the plateau...not our ability.)

Happy Building everybody!

. Originality and quality make this Indi a must have! try and see =). A fun enough game, with a fairly predictable but otherwise engaging plot and some rather satisfying callbacks towards the end. Sadly, let down by often uninspired puzzles (they're, every single one, get over There - so much wasted potential. There could've been puzzles and tools for you to split apart and come back together, to transform, more freedom in how you approach problems) and the annoying controls (no undo button, no easy block rotation, annoying resets of the Free Camera button, etc).

Still, enjoyable enough diversion.. Amazing atmosphere and just beautiful. I am really looking forward to sinking my teeth in some more of the puzzles. The world is just sucking me in.

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