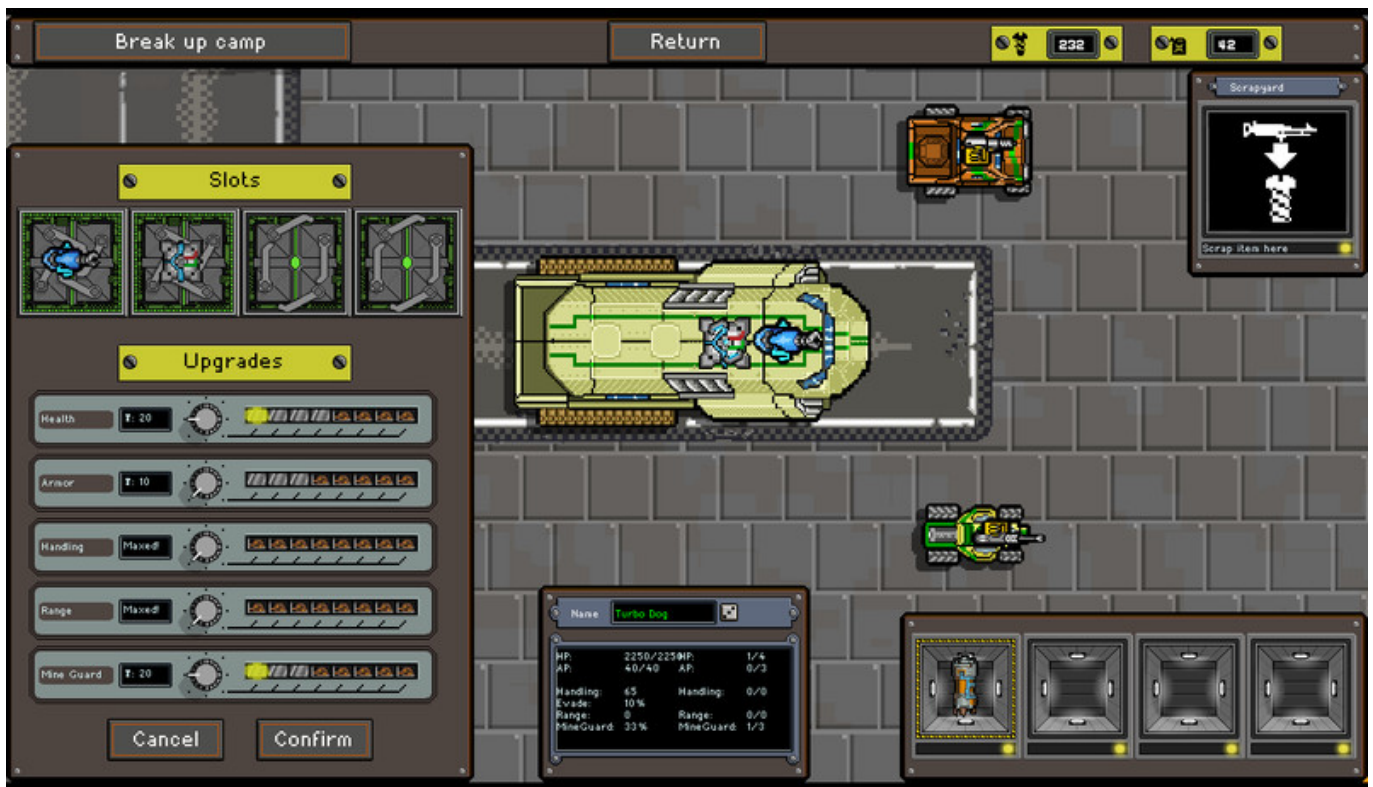

Convoy Activation Code [pack]



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About This Game

Convoy is a tactical roguelike-like inspired by Mad Max and FTL in which you cross a wasteland in search of parts for your broken ship.

Presented in pixel art and set in a future post-apocalyptic setting, Convoy is a squad based tactical roguelike-like in its core. You travel with your combat vehicles and convoy across a wasteland to find parts needed to repair your broken spaceship. During your journey you will encounter strangers in randomized scenarios by picking up radio signals.

Depending on the choices you make, signals can either lead to tactical combat, text based dialogue or chance based role-play. Whatever choice you make, you need to keep your convoy and its cargo safe from raiders, privateers and other enemies. Keep upgrading your vehicles, as death is permanent in Convoy.

Features

- **A new take on tactical combat:** Combat plays out in real time as a high-speed car chase where you need to position your units and use abilities to maximise their effectiveness.
- **Exploration pays:** You will encounter many different radio signals, each with a text based event. What doesn't kill you may reward you with loot.

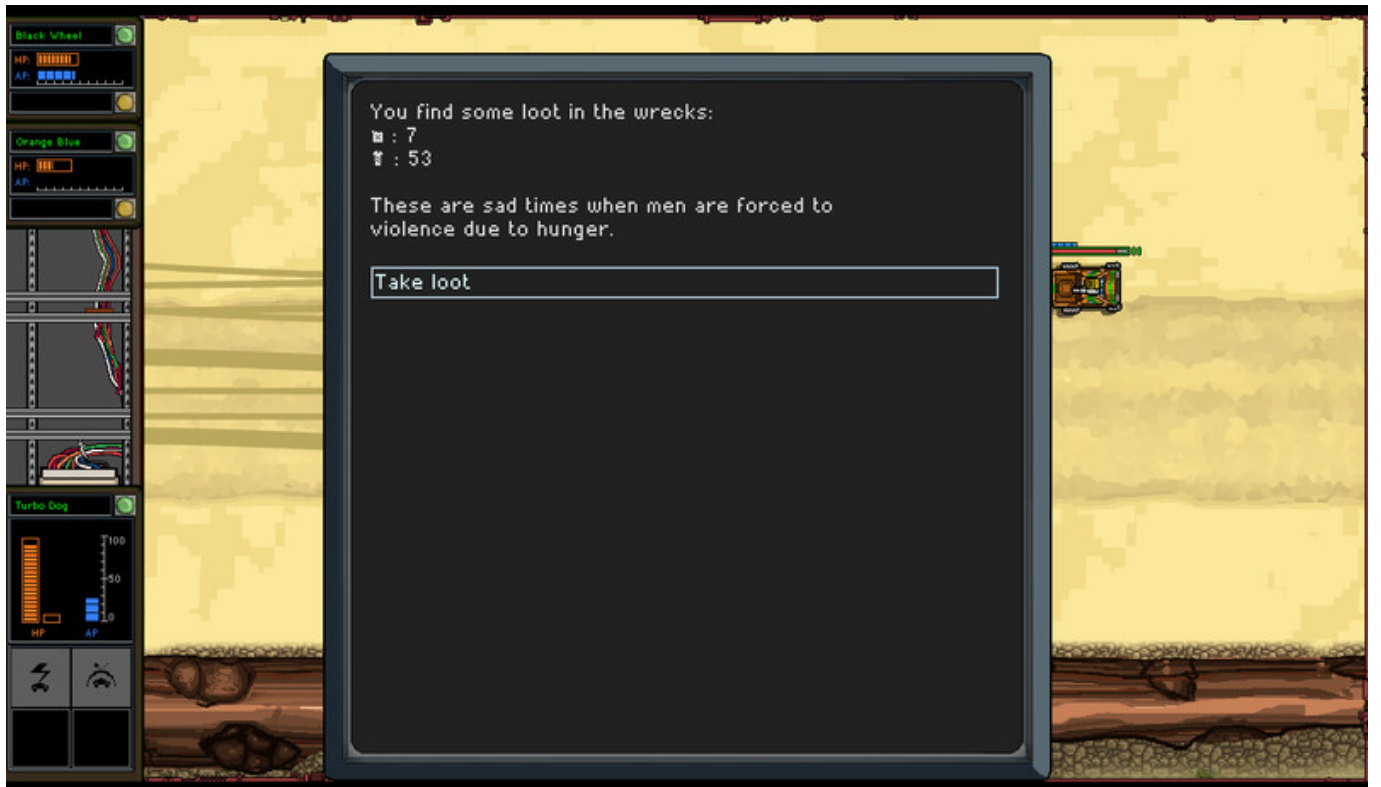
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- **Fully customizable units:** Each unit can be upgraded and outfitted with different weapons and abilities, allowing you to customize them to your needs.
 - **A randomized planet:** Each play-through features different main and side objectives, events, choices, and different consequences to your actions.
 - **A cold war turning hot:** Three factions vie for control over the planet, your actions tip the scales of balance making you an enemy to everyone. As each faction grows in strength, you need to keep up.
 - **Permadeath at the core:** Knowing one wrong move could lead to certain death puts you constantly on edge.

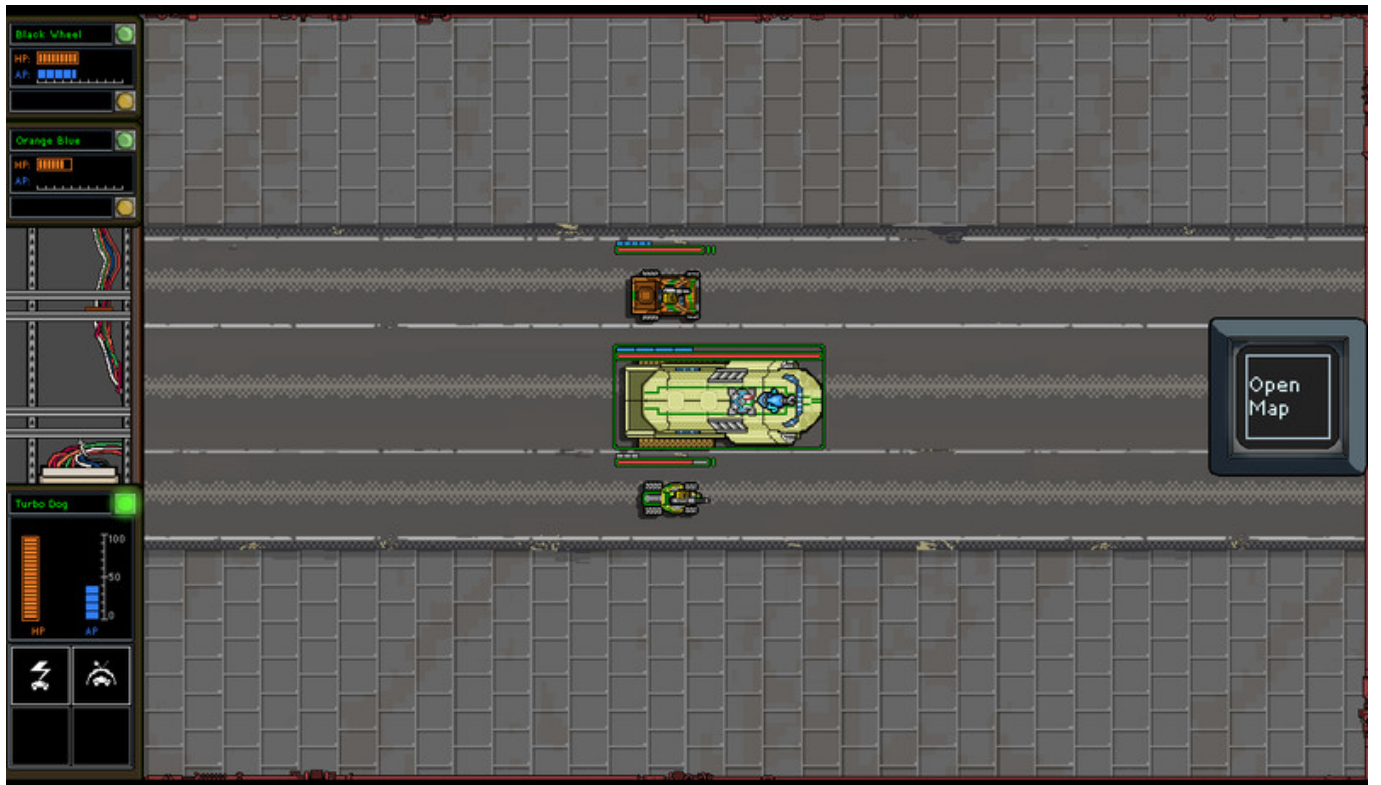
Title: Convoy
Genre: Action, Adventure, Indie, RPG, Strategy
Developer:
Convoy Games
Publisher:
Indietopia Games
Release Date: 21 Apr, 2015

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English







Very annoying. Was expecting something like FTL and very disappointed. Convoy promises a new take on tactical combat. The controls are simple (pause, then point and click), yet the movement is very clumsy. Asked for a refund.. Could never survive more than 10-15 minutes even on easy... far to difficult.. I'm going to give this game a negative review. I've not played a lot of it but I'm very frustrated by one thing and I know it will never change and its not a matter of skill.

Its the dialog, the writing style in this game is annoying beyond words. 99% of the game relies on text to tell you whats going on, not a problem. But the dialog choices themselves PAIN ME. Its all references, not memes, not jokes, not even puns. \u2665\u2665\u2665\u2665ing references. And not even good ones, whole dialog lines and product brands are referenced barely with out any change.

This game bills itself as a sci-fi'd up mad max but its all just reference garbage and the ocasional option to just blast an NPC's head off rather than talk to them.

There not even good references, Stuff like calling a rum hording pirate "Captain Morgan" or having raiders yell "Meat's back on the menu" out of date, unfunny, just repeating phrases from known properties in the hopes you will recognize it and laugh like a cat trained to push a bell for food.

I don't know how you expect me to feel bad for killing an inocent old man when theres no punishment for doing it and his name is \u2665\u2665\u2665\u2665ing "Bad Max" if he had some decent characterization that wasn't just a meme maybe i'd hesitate but you've given me a guilt and effort free method of conflict resolution so why should I bother being invested in your world when it has nothing original to offer me?. Great game. Simple and fun. Some of the random events are hilarious and heart breaking. Gameplay is challenging without being impossible.

My only negative comment: After finishing the main story the first time, replayability seemed a bit lacking. Not for material, still plenty of challenges. They just didn't seem worth multiple playthroughs like similar games. You can knock out a better portion of the game by the time you finish it so it feels kinda done.

Summary: A good game with at least 5-6 hours of enjoyment and a lot of chuckles. If it's on sale(i got it for 75% off), yes yes yes. Get it. At full price, it probably won't be the worst \$15 you spent, but I wouldn't say its 100% worth it.

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