
Code51:Mecha Arena Activation Code And Serial Number



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About This Game

Code51:Mecha Arena is a wasteland-style mech arena game. As a pilot, you put on your VR device and drive your giant mech, sitting in the cockpit and fight your foes – mechs driven by rival players.



Unlike most VR shooter games, you won't need to stand and move around. Simply sit in your chair just like the way you do in a mech cockpit, and wear your VR device like a helmet, you will be brought into the immersive battleground and enjoy fighting with other players.



· Story

2040 A.D., the world condition continues to deteriorate. Fighting for very limited living resources, World War III had broken among the major forces. The great war exhausted almost all regular energy sources of the world, human civilization was mostly

destroyed...

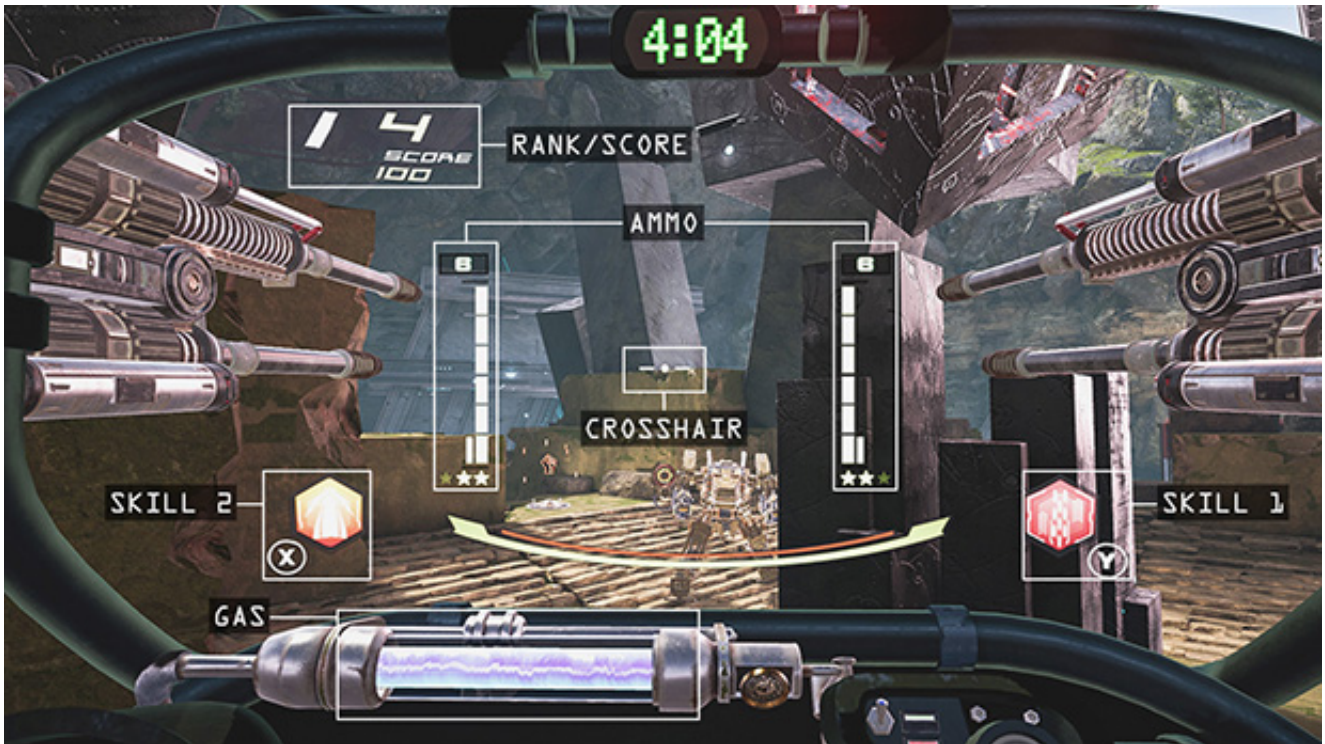
People who survived the cataclysm reunited to find new energy sources. During which, they found the so-called Document of Code51, in which a mystery energy substance Code51 has been revealed.

With its discovery, mechas were made with this new energy. Warlords rose, factions formed. The union is as fragile as post-apocalyptic humanity. With these giant war gears, factions conflicted for exploiting Code 51 , another great war is breeding on the bruised earth...



· Immersive Cockpit Design

The game uses an in-cockpit camera, through which you can see the interior structure and your weapon. Clear at a glance!



· **Player-Friendly Controls**

All the controls are designed according to real world vehicles, and mapped to VR controllers perfectly. Very intuitive and easy to learn!



· **Different types of mecha** every type of mecha has two skills and a skill.

9 different types of mecha



10 different types of weapons



Several different types of weapons







· Sit? Relax and play

Code 51 can be played without moving your body, which frees you from struggling with the wires, base stations and environmental dangers. Unlike other VR games, this game is merely energy-consuming, allowing you to play it for a long time without being tired.



Title: Code51:Mecha Arena
Genre: Action
Developer:
SmellyRiver
Publisher:
SmellyRiver
Release Date: 28 Aug, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 SP1 64 bit or newer

Processor: Intel i5-4590 or greater

Memory: 8 GB RAM

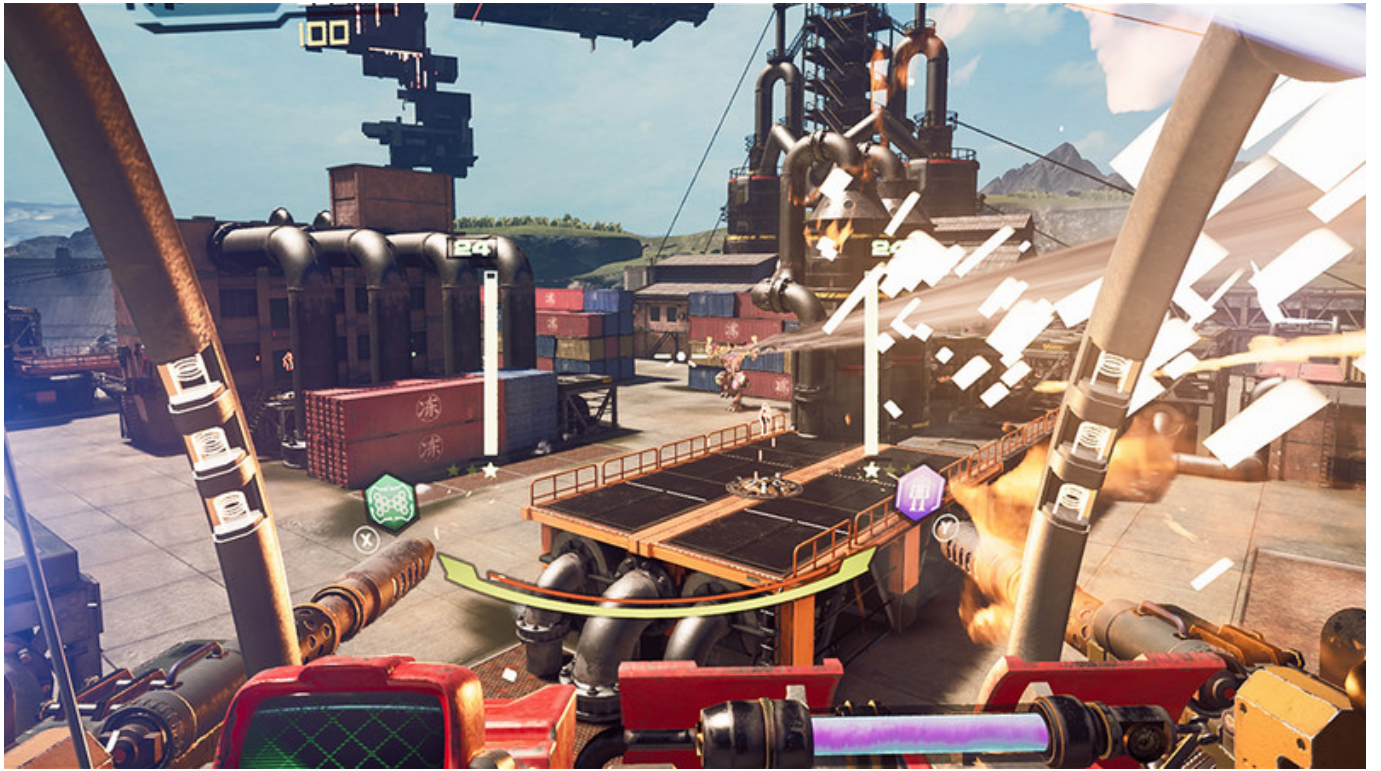
Graphics: NVIDIA GTX960

DirectX: Version 11

Storage: 20 GB available space

English,Simplified Chinese







I had some good hopes about this game. Though for me I was met strange bug where i see code 51 load up desktop not in my vive headset. after that sll i could do watch a coda 51 screen on my desktop. so after trying close half hour i gave up on this game apperantly other manage get working on thier rig. If coult actually played it i would have been happy most likly.

update

after reading others reviews finally figured out the problem. Most vr games start straight off on vr headset menu included. this game does not so fo what ever reason start game go direct desktop appilcation, since I'm also using tv fair distance away using windows scaling 150% read txt other appilcation from afar more easily I had missed notitcing launch button only saw it once return windows to 100%. Once manage launch game and play this game using xbox one controller. Very happy playing reminds little bit battlezone but with mechs instead.. The game is not as complex as mechwarrior but fills the niche for a mecha versus game in vr plenty of fun and all the different mechs are fun to mess around with even if some feel underpowered compared to others. Unfortunately in my playtime so far I've only encountered one other player at a time and have not had a match without bots filling empty slots. Pick this game up if you are looking for a mecha game. There is also no match customisation options and there is only a four player free for all game mode although I had a player join halfway through a match I was having with bots which resulted in 5 active mechs so I don't see why there isn't an option for more. I also can only get a regular controller to work even though there does seem to be some vive wand support I haven't been able to get my mech to do anything other than shoot and jump here's hoping the devs add a vive controller tutorial in future. five star i give this game ... it work well for VR ... worth the money as well ... good artwork ... the AI bot system is very good for learning how to play, before you go into multplayer ... you get four mechs to choose from at moment ... much more faster movement ... it not like VOX where it easy to get a kill for people with no skill ... cus it slow moving ... code 51 is a fast moving FPS arcade style mech game ... their are pick up point to get more damage power and a way to repair yourself in game and you will need a game pad to play (PS4/VXBOX 1) controllers will work with this game and to the DEV'S of this game you need to chat with people that are looking for info from you lot and you need to sort out your link to discord .. as the one you have supplied is not working now and you need to set up a system in game that allow people to set up their own matches as well and this game could work well in VR Esports ... a good way to draw a crowd to this game is you could run a tourney :)

PS.... i am a archangel hellfire fan :) now i'm a fan of this too :). A very fun mecha game with a bunch of passion put into it. Its quite fun and unique to sit in a cockpit blasting other mechas into scrap metal. I only hope that the devs put in more content in the near future to spice up the mecha action.. Looks cool but cannot recommend it as it stands, it seems to have some issues with control inputs.

will not accept inputs from my oculus touch controllers OR from a PS4 controller making the game unplayable (at least in my situation)

Main menu looks pretty though. I cant see the LAUNCH button on the start screen without changing the resolution of my monitor. I cant change the size of the start screen, I cant use enter or "A" or "start", It makes you use a mouse. Is this even a flatland game at all? why the hell is there a LAUNCH button that you have to access on your monitor? Its a HUGE pain in the\u2665\u2665\u2665\u2665\u2665to get it running and so far the servers for multiplayer have been down but once you get it going its pretty fun. Lots of promise but should be tagged early access... lots of kinks. Thumbs up but I got it on sale and love all things mech.. Exactly what i have been looking for in VR, just need more people to pick this up so i can fight more human players but in the one hour i tried it there was usually at least one human in the europe servers, didn't try the other servers. If no humans are online then it goes straight to bot fill which is still fun and helps you practice\unlock better mechs for later!
Recommended at \u00a312

Based off of the reviews I was excited to try this one, graphics are good, mechanics are decent. Unfortunately this game is based around arena PvP unless you want to "practice" with bots the whole time. Never once was I able to join a multi-player game, even after waiting 10 - 15 minutes at a time. I did post on the discussion board asking if this was normal and at the time of this writing ~3 business days later I have not received a response.

I would suggest the developer offer a few weekends free play so that more people can experience the game and hopefully build a reasonable player base.

Otherwise, I would not recommend this game, there is no storyline and fighting against bots is not hugely difficult after your first 15-30 minutes of getting the hang of the game.. Excellent game. My favorite VR game to date!. For whatever I am unable to even start the game, get an Unreal Engine error. Devs completely ignore my several requests for help and unfortunately for me I didn't get to try it until after the refund date.

Can't comment on the actual game, but don't support a dev who won't back their own product. This game has fine graphics and controls nicely. If you want a nice immersive mech game this is the best one so far. This game seems to work fine with an Xbox 360controller I don't know why some others are having trouble with the controls. Kind of tricky the game starts on the desktop and must be launched from there for it to launch on the headset. Tested on WMR Samsung Odyssey HMD and it looks and runs great.. unplayable with out a game pad, Super messed up controles. The entire front end is broken.. Using an HTC Vive and an Xbone controller.

GFX are pretty damn good, sound gets the job done. runs nice and smooth. Really liked the GUI.

Game is definately intended to be an online arena fight thing, but if your nigel no mates it just throws bots in for you to blast. I had easily the price of it worth of entertainment in just the first couple of plays. I'd recommend this game no problem, I would pay for a Singleplayer campaign DLC using this engine.

Good work Dev's. great game but the sound randomly stopped working... please help!

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