
Mech League Boxing Torrent Download [crack]



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About This Game

Welcome to Mechleague Boxing a VR boxing game that involves boxing over the top robot mechs by swinging and well timed dodges and counters. Side effects make include feeling more fit, breaking a sweat and burning calories.

It is the year 2025, virtual reality is a thing, and human species have figured out how to control robots and drones with virtual reality headsets and hardware. The universe, and most of society, is mostly oppressed by a communistic government and censorship is rampant. Society needs a release and they find it in robot fighting! Watching the fights is a way to relieve their frustration with their oppressors

Mech League: Boxing is an adrenaline pumping, metal punching spectacular. Get your robot suit ready for action as you rise up the robot ranks. Punch, dodge and fight your way to the title match and the glory!

Features:

Travel through the universe

You never know where the next fight will take place. Navigate the universe while taking down other mech league fighters.

Train hard

Have fun and get ready to fight with warm up routines that will get your adrenaline pumping.

Grab and smash.

Use different types of weapons in your fights to take down your opponent! There are no limits in mech boxing.

Customize your look.
Pimp your look by wearing a different pair of globes or robot helmet.

Title: Mech League Boxing
Genre: Action, Simulation, Sports
Developer:
VRGEN
Publisher:
VRGEN
Release Date: 10 Jan, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 or greater

Processor: Intel i5-4590 or AMD FX 8350 equivalent or greater.

Graphics: Nvidia GeForce GTX970, or AMD Radeon R9 290 equivalent or greater.

DirectX: Version 11

Storage: 4 GB available space

English







I was not impressed with this game. As someone who is quite active, I found this game quite boring after about 30 minutes. The trouble with the game in it's current state is there no real reward for winning tournaments. There is no multi-player currently, so boxing AI gettings boring quite fast. The movement for blocking was a tad clunky, and in all honesty, wasn't needed much unlike real boxing becuase most of the time you could just counter-punch through the enemies.

Overall score: 4.5/10. My thoughts after sweating for ~20 minutes

Pros:

- Fun
- Weapons
- Shield
- Beautiful graphics
- Great workout

Cons:

- The game told me I was short, but I never found anyway to adjust the Mechs and punching bags for my height.
- The rectangle that is placed in front of your face and eyes to show your health, it is annoying, Is there a way to make it smaller and not interfere with your eyesight?

My favorite VR boxing game, I had returned the others.. <https://www.youtube.com/watch?v=yra5qlvDDM0> <- Here I was beaten by robo girl

[Well, all good words was already said about this game.](#)

[It's just real good crossfit for you. I dont understand how this game count hits. for expample in pro tournament I make 5-6 hits, get one and lose more health. But it's not important.](#)

[Graphics good, music very good, in short - this is good quality game in all aspects.. pretty fun game if you are looking to break a sweat.](#)

[pros: workout is fun, grapics are good, custimization is there, practice modes are fun, and blocking and hit markers arent bad either](#)

[cons: absolutely needs multiplayer, weapons are pointless, sometimes the fighters gets way to up in your grill if you cant backup due to room constraints, needs more fighters for replayability.](#)

[I'd go with a 8/10](#)

[.idk about this game ill give a random rating. A great boxing game! I love being a giant robot! Looking forward to more content. VERY FUN GREAT WORKOUT!](#)

The free "Boxing Ring" environment made by Valve was my first taste of VR Boxing. It was fun, but easy. The robot you fight showboats a lot, leaves itself open, and ragdolls from your hits.

Then I found "The Thrill of the Fight" which I suspect is probably the most realistic we will see for a long time for VR Boxing. Real boxing rules, 3 rounds, full length rounds, 1 minute break between rounds, in a ring that is spectated and refereed. It's a slugfest, with no glorious knockout swings (though you can knock your opponent down and potentially out, it takes a lot of work) and you have to keep up your guard. You get through one fight and you're drenched in sweat, breathing heavy. You take too many hits to the head and your vision gets blurry and wobbly.

I found the middle ground though.

"Mech League Boxing" feels like it's halfway between the two, in terms of straight up boxing. The robots are big and goofy looking, you can customize yourself, you fight multiple rounds but don't get a break between them, but combat is more forgiving. It has really good visuals, great audio, a bit of humor, and is fun. Then the weapons start spawning, and you're supplementing your boxing with big honkin gladiator axes, pipes, maces, and more. This game is ridiculously fun, and the whole tone of it puts me in a great mood. I can't wait to see where it goes in development.

I'd hope for better haptics, and even more customizations. Maybe make it mod friendly and have people make their own parts and weapons and such.

I would solidly recommend this game, for working up a light sweat while getting pumped to rocking tunes and pummeling a stereotypically sombrero'd robot.. Really enjoy this game so far. Pretty well put together

Pros:

- Pretty good tutorial
- Nice looking graphics
- Calorie counter is a nice touch as you will definitely be getting a workout
- Awesome Weapons
- Has some mini games

Cons:

- needs work on hit detection. Right now just touching an enemy counts as a hit. Would like to see the harder you hit the more damage you do
- How much playspace is required? Some of the enemies just stayed out of range and stood there
- No way to change the height of the player

Overall this game is lots of fun. Can't wait to see what you guys come up with in the next update. Mech League Boxing has been overall a great experience. The graphics and opponents have a charming feel to them. Even when they are bashing on you. Weapons show up in the ring that you can pick up and use. Each weapon does a different effect. Which you can use to set up a crippling combo. Each location has location specific items that show up as weapons. So far there is a few(three, if my memory serves me) arenas and four opponents. Each opponent has a bio, my favorite is the chef and his hamburgers. You can also mix and match heads and fists in a character customization. You can also change the colors. There are also minigames that will help you train. Different difficulty settings change the pace of a bout. Superheavy weight is no joke, the opponent gets very aggressive leaving little recovery time.

It controls well. I didn't experience any stumbling around trying to remember controls, which is great.

It's also a very good workout. After my first 10 minutes I put on wrist & ankle weights with my weight vest. I really like the Quick pick up and play feel of the game. Since the matches and minigames can be pretty quick. Looking forward to future content and I really recommend this game.

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