
Damascus Gear Operation Tokyo HD Directx 9 Download



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About This Game

Mecha Hack'n'Slash "Damascus Gear: Operation of Tokyo HD Edition", is now out on Steam with full HD graphics! Ride in the Anti-RAGE Weapon System "Gears", destroy enemies, salvage for parts and upgrade your Gear, to reclaim the world!

Included in the PC version are all of the extra scenarios formerly introduced as DLCs in the PlayStation®Vita system release. The "Hero Creation" mode, which depicts a new story after the end of the main story, has also been included!

Story

World War IV. A war by humans, with an ending that no humans had possibly hoped for. The humanoid weapon system "Gears", which formed the primary battle force of any war-front, went berserk on a massacre against humanity.

In a blink of an eye, most of humanity's civilization has been annihilated, forcing the remaining survivors to live in underground shelters.

The berserk Gears were then called "RAGE".

Over time, humanity slowly regained control over several Gears, and has now risen up to battle over the reign for the surface, against the RAGE.

Key Features

- Clear Countless Numbers of Missions!

As a new member of the Specialist Organization Freya, you will undertake many missions to reclaim Tokyo from the RAGE.

There are over 50 missions, including everything from subjugation to escorts, transportation of materials, rescues, etc.

- Use Your GEAR to Destroy the RAGE!

You will use your own personalized Gear to fight the RAGE, and recapture the surface.

You can take various parts from the RAGE that you have defeated, and use them to strengthen your own Gear.

- Gather Parts, and Strengthen Your Gear!

At the Dock, you can customize your Gear with parts taken from the RAGE, and strengthen your Gear.

There are various types of usable parts, ranging from armor to weapons, and you can customize your Gear to fit your combat style.

Furthermore, some of these parts may have special "Properties" to strengthen your Gear further.

- Obtain Parts with Properties, and Advance to New Heights!

There are times when the parts you obtain have effects known as "Properties" on them.

Equipping these parts will grant your Gear with additional effects.

There are various Properties, including useful effects such as enhanced endurance, or speed boost.

Title: Damascus Gear Operation Tokyo HD

Genre: Action

Developer:

Arc System Works

Publisher:

Arc System Works

Release Date: 8 Aug, 2017

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English,Japanese

DOCK

2044859 Eyn

Sardina S

Customize Color Name

Status Power 1207 / 1431

Fesant Blitz		
REQ Output	0 >>	394
AttackPWR	0 >>	6115
Accuracy	0 >>	9539
Crit	0 >>	837
ENG Cons.	0 >>	15
ENG Reco.	0 >>	10
Attack ATT	NONE >>	Laser

Sell Price 1690 Eyn

- Head
- Body
- Arm
- Leg
- Shoulder
- R-weapon
- L-weapon
- Back



Skills before

Skills after

Cont. Irradiation Lv.3
 Low Energy Consump. -50%
 High Power +40%



Fesant Blitz



Swalged II Blitz



Swalged II Inferno

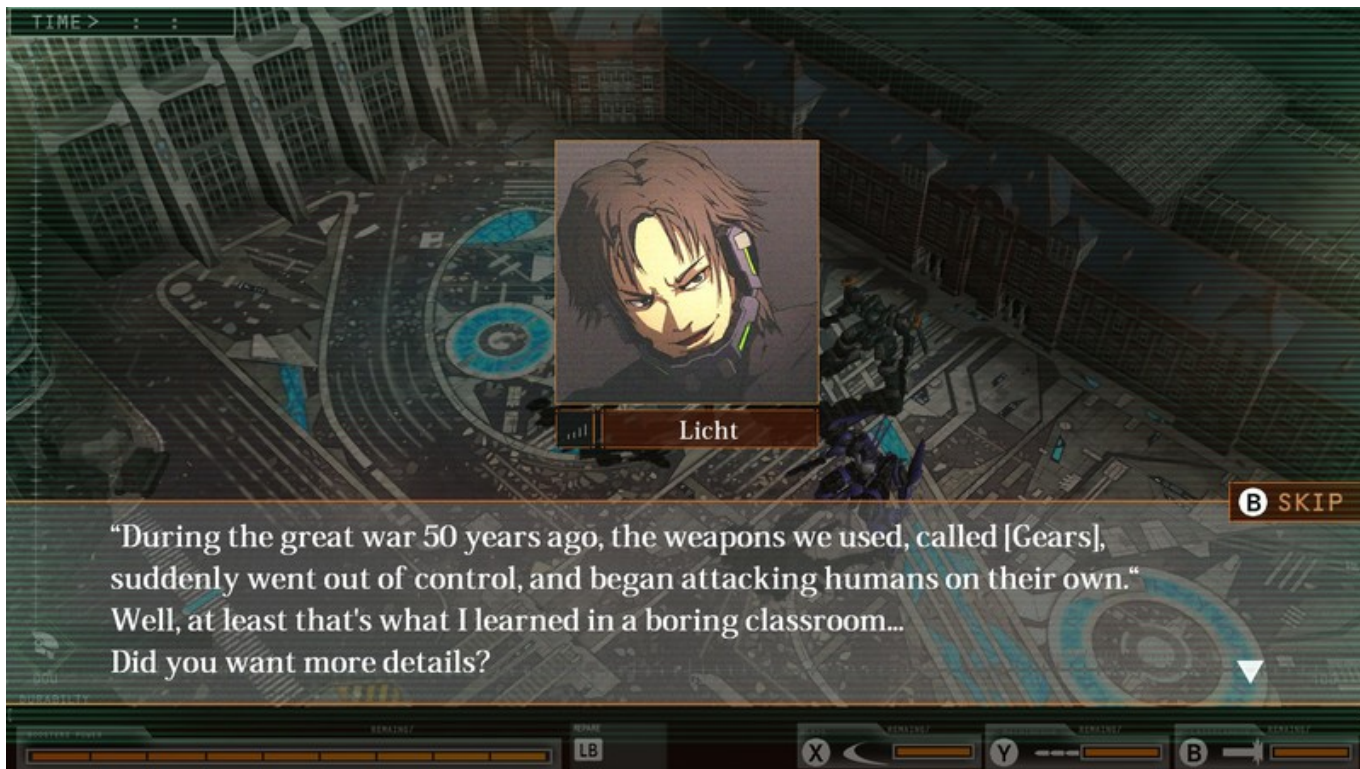


Swalged II

1 / 14

LB RB Tabs Sel.Category Sel.Parts A OK X Sell B Return to Main Menu Y Next Wpn. Type





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Pro : It's the closest thing to Armored Core on Steam.

Cons: Everything else.

It's a ported mobile game, what do you expect?

It has the same annoying things that most mobile games have: Disjointed storyline, the same enemies over and over and over and over and over and over, just with a new color of paint and stronger stats.

There are 8 "rooms" that make up the entire map of the game - You will get tired of gliding through the same locations to do similar tasks.

If you can survive the slog through the game , you're treated with a mission called Reinforcements - - Which is exactly the same as the Vita version.

Defend three of the most suicidal ais in existence from an endless onslaught of enemies for 5 minutes.

One of which will automatically start flying towards the enemy spawn 1 minute into the mission, followed by the other 2 , a minute later.

And if you beat the game? It's time for the DLC missions , Hero Creation MIssions and the (R) missions.

The DLC missions are pretty interesting but you really don't get any story behind them and enemy stats are pumped to the extreme.

The (R) Missions are the same missions you already beat -- except now the reward is hidden and the enemies are randomly excessively more powerful. Incredibly boring.

I don't have the endurance for Hero Creation Mode - Doing similar missions to the main story, except with a more vocal main character? Sign me - - meh. Nevermind.

I did enjoy building a robot like old times sake but the ultimate nail in the NO FUN coffin was the Random Drops. You need the Japanese wiki to figure out what drops what to some extent. Even those guys haven't figured what drops some of the weapons and they've been playing this game for years.

Oh I didn't mention that. Enemies have a item drop pool that can range from only 1 item to 24 different items. The ones with the larger pools? Some of the toughest enemies in the game, ie the Final Boss and the Final DLC Boss.

Have fun! I did for a while but eventually.. I tapped out. Fighting Agastuasdahwatever for the 60th time was my breaking point.. ...well you tried.

But seriously this game is pretty much Armored Core meets Diablo with loot shooter elements, but the problem is its so stale and boring that it ceases to be fun about halfway through. The end game content is unsatisfying and getting S ranks on the missions is tedious instead of a challenge. The story puts you to sleep. The part selection and paint is bare minimum and the stats

are never explained. All the bosses are basically giant versions of the normal mechs with cheap tactics and that's only if they work properly. I had two of the final bosses glitch out on me quite a few times. It was hilarious but sad at the same time. Also the Hero Creation extension is basically playing the game all over again, with slightly different dialogue and 3 additional missions. I S ranked all the missions in this game just so I can get my money's worth but jeez I only did it cause I was bored.. A fun little game. While it's graphics reminds me of a psp game, there is a nice experience if you like mech themed games mixed with a diablo like loot management.. Its a mediocore port. It's got locked resolution choices, low quality options, and subpar Keyboard + mouse interface.

Now that I've got that out of the way. It is a fairly enjoyable diablo-esque gameplay with ac style mech customization. Story and mission content is pretty good, especially with inclusion of all the dlcs, it gives you more scenarios and lore to followup your previous game

Gameplay wise its fairly simple, however I notice a lot of fps stagers throughout the game. Something the fps lock which unfortunately you can't do anything to fix it without resorting to outside tampering. Also it suffers from having terrible ai partners and sometimes questionable mission objectives. Customibility isn't as deep as say AC. But you got plenty of parts and weapons to experiment on and to figure out your preferred playstyle. Though you're color selection and map layout is limited.

Overall if you really want a decent mecha game in steam that's not another side scroller or faux- walking tank simulator. This one is a good title to look at. It's no AC, nor AC fast. But at least its an open world hack and slash game with decent story and fun customibility.. It's just.. too basic. Can't recommend.. It's just.. too basic. Can't recommend.

Things I like:

1. You can customize your own "Gear".
2. Weapon and body parts with different attributes.

Things I dislike:

1. AI always attempt suicide.
2. Lack of variety in combat.
3. Combat is not smooth.
4. Enemy is always the same.
5. Annoying and repeating mission (especially Rank A mission "Reinforcement?").
6. Hard to develop your own style.. Hoo boy, where to start. First off, the idea of a mech based diablo like 'hack n' slash' is something I've wanted for a very long time. This game is a bargain basement execution of such no matter how you look at it though. Everything about this game is cheap and cheesy. About the only positives I can say about the game is that the controls work, and the mech customization features are decent.

There are absolutely no rpg elements to this game whatsoever so don't go into it thinking there will be level progression. The only progression in this game is the parts you pick up for your mech. which gets old rather fast since there is very little variety in parts other than their stats and appearance. All the equipment functions pretty much the same, There's only a handful of different weapon types and the difference between them is mostly stats. No different types of legs either, not that it matters since your mech simply hovers everywhere regardless. They couldn't even be bothered to animate a walking cycle.

the enemy and map variety is lame as well. There's only a handful of small maps that are basically all the same city streets or underground corridors later in the game. You'll fight the same handful of enemies over and over as well, repeated in different 'tiers' of increasing stats.

Overall. Mechanically its functional, but there is next to no variety in anything, from gear, to enemies to maps. I wouldn't recommend anyone pay more than 5\$ for this game.. This game is the definition of average. There's nothing particularly *wrong with it or anything*. *The port is functional. The gameplay is alright. The controls are... at least playable but definitely better with a controller. The UI is riddled with spelling errors but is comprehensible. There's nothing particularly damning, but also nothing outstanding.*

If you really, really love you some giant robots, then maybe pick it up. Otherwise it's the video game equivalent of a bowl of unflavoured oatmeal: bland, uninspired and incredibly basic.. Things I like:

1. You can customize your own "Gear".
2. Weapon and body parts with different attributes.

Things I dislike:

1. AI always attempt suicide.
 2. Lack of variety in combat.
 3. Combat is not smooth.
 4. Enemy is always the same.
 5. Annoying and repeating mission (especially Rank A mission "Reinforcement?").
 6. Hard to develop your own style.. *This Game has written Handheld all over it.*
- First Thing you will notice... There are no cut scenes, No Story Panels between Missions.*
The Story is only told during a Mission.
This will interrupt the flow of Battle to an annoying Degree.

The Game is a causal Diablo Clone with giant Mechs in a dystopian Tokyo.

And as a Diablo Clone it gets even the basic ARPG Stuff not right.

Combat is boring

Loot is boring

Enemy Bots are stupid Lemmings

*Your Team NPC are stupid as *****

Missions Maps are small Arena like affairs no procedural generated Mazes \ Dungeons

Timelimit?! within Missions

Then are the technical Limitations.

No Graphics Options

Only Barebone Options...

Switching from Mission Menu to the Dock or to the Shop gives the Player a loading screen...

The Translation ranges from funny to incompetent.

Text is not always readable in the Mission Menu

The Player can get stuck in the Geometry

For an PS Vita Game it is an ohhkay mobile Game

For an 2017 Port to the Windows Platform it is lacking in every Aspect..

5\10 \ Borderline Incompetent Port

Disclaimer

This is my Opinion! This is how i feel at this Moment in Time & Space about this Product!

This Opinion may change in the Future because of the "Panta rhei" Effect.

I don't care about other Point of Views and will delete Posts of SJW Nature.

If you want to Discuss like an Adult certain Topics of the Matter... You are Welcome to do so.

So... If you don't like my opinion give it a Thumb Down or click on the Funny Option.

Best Regards from sunny Zermany. Hoo boy, where to start. First off, the idea of a mech based diablo like 'hack n' slash' is something I've wanted for a very long time. This game is a bargain basement execution of such no matter how you look at it though. Everything about this game is cheep and cheesy. About the only positives I can say about the game is that the controls work, and the mech customization features are decent.

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