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About This Game

The robots you design will change the world! Will you show them the true meaning of love, or conquer Alaska with your robot army?

Choice of Robots is an epic 300,000-word interactive sci-fi novel by Kevin Gold, where your choices control the story. It's entirely text-based—without graphics or sound effects—and fueled by the vast, unstoppable power of your imagination.

- Build a unique robot character—you choose everything from its shape to what it calls you
- Instigate or prevent a robotic uprising
- Teach your robots to love humanity, or disdain it
- Build an artificial intelligence suitable to take control of the world's governments
- Start a war against the United States, and win
- Marry a human or an advanced robot, and start a family

Play out thirty years of your life as a brilliant robot maker, from graduate school near the present day to a future in which your

robots have changed everything. Depending on your choices, your robots may be independent or obedient, clumsy or graceful, empathic or cold...and you yourself may live to an old age happily married or alone with only robots to comfort you.

Play as male or female, gay or straight, with nine characters to romance, four alternate climax chapters, and over seventy achievements to unlock.

Title: Choice of Robots Demo
Genre: Indie, RPG
Developer:
Choice of Games
Publisher:
Choice of Games
Release Date: 19 Dec, 2014

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English







Very fun game...sad when you lose a whole squad to a single grenade but it happens. after 17.3 hours played I still don't know what my goal is other than conquest and even then I took over every city then quit. 8/10. It's so fun:). Overall: Good
Difficulty: Low to Medium-high

Likes:

- Simple but can get quite tricky
- Daily puzzles
- Infinite mode
- Very satisfying sound effects. The gameplay is interesting as you need to survive then command a small group of fellows to follow procedures to sustain the village. However, the UI is complex as it requires you to hold buttons then mouse over and other stuff.. I managed to set up some of the settler but have no idea how i did it.

. I strongly recommend to buy the pack of the base game and both DLC campaigns.

6 missions from the Siege of Tobruk to the Second Battle of the Alamein. A nice touch is that you have an Australian and a French pilot as comrades.. The best DLC of Fallout 4 imo! It has far greater music than Fallout 4, more interesting story and more creatures! And the role-playing of Fallout 4 improves with this just because of one interaction when a synth asks you if you are a synth and with the shown lore of Fallout 4 and Far Harbor it IS possible. So you can decide that you are a synth if you want to.

Really like this game as it is a clever and unique approach to an FPS. The interface is pretty straightforward and easy to navigate now that a couple of patches have popped and the game runs smoothly and high FPS (GTX 1070) at 1440p and maxed out quality.

There are gameplay elements like the crafting system and upgrading of weapons that are not documented on the Internet yet, not part of the tutorial, and no tips within game so it is part trial and error, and part mucking through forums trying to figure out what they do. I still don't know what most of the crafted items and weapon upgrades do.

The main upgrade system though does give tool tips and appropriate names to determine the benefit.

As far as gameplay goes, there is a steady, albeit slight, difficulty curve. Mostly you are just presented with more bad guys in front of you and firing at you and that makes dodging/strafing even more important to stay alive. The AI is very basic but at least it isn't that god awful "hide behind a rock and peak out" AI that is so prevalent lately. I prefer the straightforward aspect to AI that Project Remedium provides.

The story is linear but that isn't a bad thing. It is a somewhat open world with objective based quests and you can get there however you want/need but you only ever have one quest at a time. The exploration inside of the human body is a great environment to wrap all this gameplay within and makes for a very enjoyable time that I keep coming back to over and over.

At the current price this is a no-brainer as it feels like a AAA game for no money at all. Highly recommend this game for the incredible value it provides.. I bought this game because i couldn't find the trailer song anywhere else on the internet. Turns out that i still can't find the song that is played in the store trailer either; it's not in the game's music folder and neither is it played while playing the game. If the store music is what you're after, better move on. There are similar 80s music in the music folder but not nearly as interesting.

From the store's description it seems like an interesting take on city builder sims by delving deeply into the inhabitants interactions but i dunno how that will pan out in actual gameplay. Certainly not the easiest game to get into.

More detailed review later after i put more hours into it. For now just 5/10 but i'm leaning towards recommended just because it's a little different from other city sims i've played.. If you were a fan of the old text based games, along with puzzle's and brain benders, then you will like this game.. It's a great game, it really is. I love the idea (Even though it's a bit kiddish and I feel like the game has too heavy educational undertones). Unfortunately, I wish the game had a bit more content before it was shoved out onto the market.

For \$3, you get about 15 minutes of gameplay, which, as you can tell, isn't very impressive. However, the fact that the game is being backed by a state university and one of the most advanced centers of space technology and discovery in the world, I have some hope.

I'm just hoping it gets updated soon, because I really do want my money's worth.. The entire allure of this game is in the high score chasing. It is very difficult to go after achievements with this game as the online multiplayer is effectively dead.

Not all is bad though. As far as the actual game is concerned, it is quite fun if a bit simple. It was well worth the 80 cents I paid for it.

I recommend it so long as the game is on sale for less than a dollar.

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