
The Fleet Activation Code [torrent Full]

The Fleet

by Jonathan Valuckas

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You tell the Lieutenant that you cannot share her cynical views. Support for the Alliance, you explain, is the best way to ensure that your people reclaim Madris.

Lieutenant Demian seems shocked, and mutters that she will reconsider her position. You can sense that your declaration of support has come as a crushing disappointment to her. But she seems to respect your position.

Out of curiosity, why did you tell her the truth?

- Nothing can come of duplicity but our own destruction.
- I cannot bring myself to lie to someone with whom I have worked so closely for so long.
- I am hoping to win her over to my side.

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About This Game

Take back your home world from alien invaders! Forge an Intergalactic Alliance (with untrustworthy allies) to reclaim your planet; blast your way to victory with an ever-expanding arsenal. Will you sacrifice civilian lives to exact vengeance on your enemies?

"The Fleet" is an interactive novel where you control the main character. In each chapter, your choices determine how the story proceeds.

Will you return home as a military dictator, a prisoner of war, or the president of a puppet state? Will you even recognize home when you get there?

Title: The Fleet
Genre: Adventure, Indie, RPG
Developer:
Choice of Games
Publisher:
Choice of Games
Release Date: 30 Nov, 2012

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English

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"The Alliance is a reality," Councilor Tayu explains. "Once the Varr began their attacks on our home planet, our sister systems began working with us to make it so. But now that process must quicken. Every hour the Varr keep hold of our planet will be disastrous for our people, indeed for the universe."

Councilor Tayu looks at you meaningfully. You sense that he wants to know where you stand on the matter of the Alliance. In truth, you find the whole concept absurd, but what do you tell him?

- Admit to your overwhelmingly negative feelings toward the Alliance.
- Feign neutrality on the matter.
- Feign overwhelming support for the Alliance.

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The proximity klaxons have begun to sound. The fore monitor shows Varr capital ships phasing into the edge of the quadrant. In the holographic field, squadrons of fighters emerge from them, and begin to close in on your fleet. They have found you.

"Engineering reports it will be ten more minutes at least before we can link the fleet and enter phase!" Kelmer warns. You have no choice. You must fight. Your pilots load into their striker ships. Your gunners climb into the cannon bays. Against a force of this size, it will require the combined efforts of your full arsenal.

You order your cannons...

- ...to fire en masse at the approaching enemy fighters.
- ...to pinpoint the navigational sensors of the Varr team leaders.
- ...to crossfire en masse ahead of the fleet, making it unsafe for the enemy fighters to approach.
- ...to obliterate the distant Varr capital ships.

The proximity alert sounds, sending a wave of tension through the bridge. "Ships emerging from hyperspace," Zagi reports. "It looks like a small Thossian convoy."

The disc-like craft of the Thossians are identical to the untrained eye, but you have seen enough of their kind to recognize several of these as battleships. They appear to be escorting a squadron of Thossian miners. As the convoy turns your way, you notice that most of the ships capable of attack are moving to the front.

"No incoming transmission," Zagi reports meaningfully. "That's a bad sign. My guess is they are waiting until they are close enough to hit us before announcing their intent to fire. These Thossian ships don't have long-range cannons." You wonder just what it is that has made a neutral civilization like the Thossians so aggressive to you. Fear of the Varr? Or perhaps they are merely taking advantage of your precarious position?

You feel certain you can fend the convoy off, even with your fleet's deficits. But the closer they get to you, the more time you'll spend fighting, and the more energy. What do you do?

- Demand that the Thossians state the intent of their approach.
- Ask the Thossians for safe passage through the quadrant.
- Demand that the Thossian convoy leave the quadrant, or be fired upon.
- Launch your attack.

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I don't normally write reviews but figured I would for this one, since it's kinda odd.

I enjoyed my time with the game, all 74 minutes of it. I played through two contrasting strategy types to finish, getting varied endings and the choices I made actually having impact, at least politically and with the world.

Decent little CYOA, in my mind, but super short. Super.. It seemed that regardless of which choice you made about... well... anything, that the author didn't want you to make just immediately turned out badly. Most decisions amounted to "Well, I see what you were doing, and while that technically would work.... unfortunately, it didn't... so yeah, it went mad. M'kay?" I'm pretty frustrated that I just wasted my time reading through a story that short and frustrating. I'm giving this a 3V10.. An early choose-your-own adventure game from "Choice of Games", this is a decent read, that laid the foundation for later games... not least in adding features missing in this tale. (Others of their games allow for the choice of gender, orientation, and is a bit clearer on what you are doing. Also achievements.)

Worth a try, though I would suggest getting it on discount.. I'm a big sci-fi fan, I really wanted this to be good. Unfortunately it isn't, have a look:

- Short and fast paced.
- No character development and too many characters. I had no attachments to anyone.
- Half a dozen alien races, poorly described. Again no attachment to anyone.
- Battles have no consequences and are way too easy. For example: aggressive tactics or passive tactics, fighters or cannons. You have 4 options, but you just pick your highest stat and win easily. No twists or surprises, no repercussions.
- The story itself is bland and predictable.
- There's alot of choices where it asks how do you feel about your choice, what do you think others think of you. It adds nothing to the story or your stats.
- It doesn't challenge you to try to get a good ending. You just decide what ending you want.

Overall:

-I think you should skip this one. It needed to be longer and do more.. Don't get me wrong. I think this is an excellent story and well told. It hit the right buttons but missed on button in partuclar. There seems to be no social aspect to the game, in terms of friendship, romance, or comradery. While I very much enjoyed the game I felt it missed this element, and since this is the most important element for me in a game, I cannot recommend it.. Enjoyed this game. It's relatively brief, but it's a fun journey despite its length. I played it twice and roleplay differently, and had a good time both times.. The best couple of dollars I've spent on a game.

Short enough to play through a coffee or two, diverse enough you'll want to play it more times.

Excellent writing and great choices that genuinely lead to unique endings.

3x playthroughs = 130 minutes of solid interesting storyline. every action has a consequence or reward. very fun. Battlestar Galactica?

Well, this game is almost like Battlestar Galactica, except in a written format. The aliens take over the Earth (it's like in the first few pages, including the demo, so this isn't a spoiler), just like in Battlestar Galactica.

I won't ruin it for you but it was still worth the read. This is not an easy game, because I didn't get the ending I wanted the first two times, and in the end I finally won.

If you're wondering what the difference between The Fleet and Choice of the Star Captain is, The Fleet has you managing a squadron of large capital ships, battleships, etc. You have to manage how the military and the civilians feel about you, as well as maintain your defenses and resources so you can fight upcoming battles, as well as maintain an Alliance, or not. These are all many things to juggle, putting you right in the mindset of a Commander. On the other hand, in Choice of the Star Captain you only pilot your own ship.

I liked both games, so give them a try if you like science fiction.

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