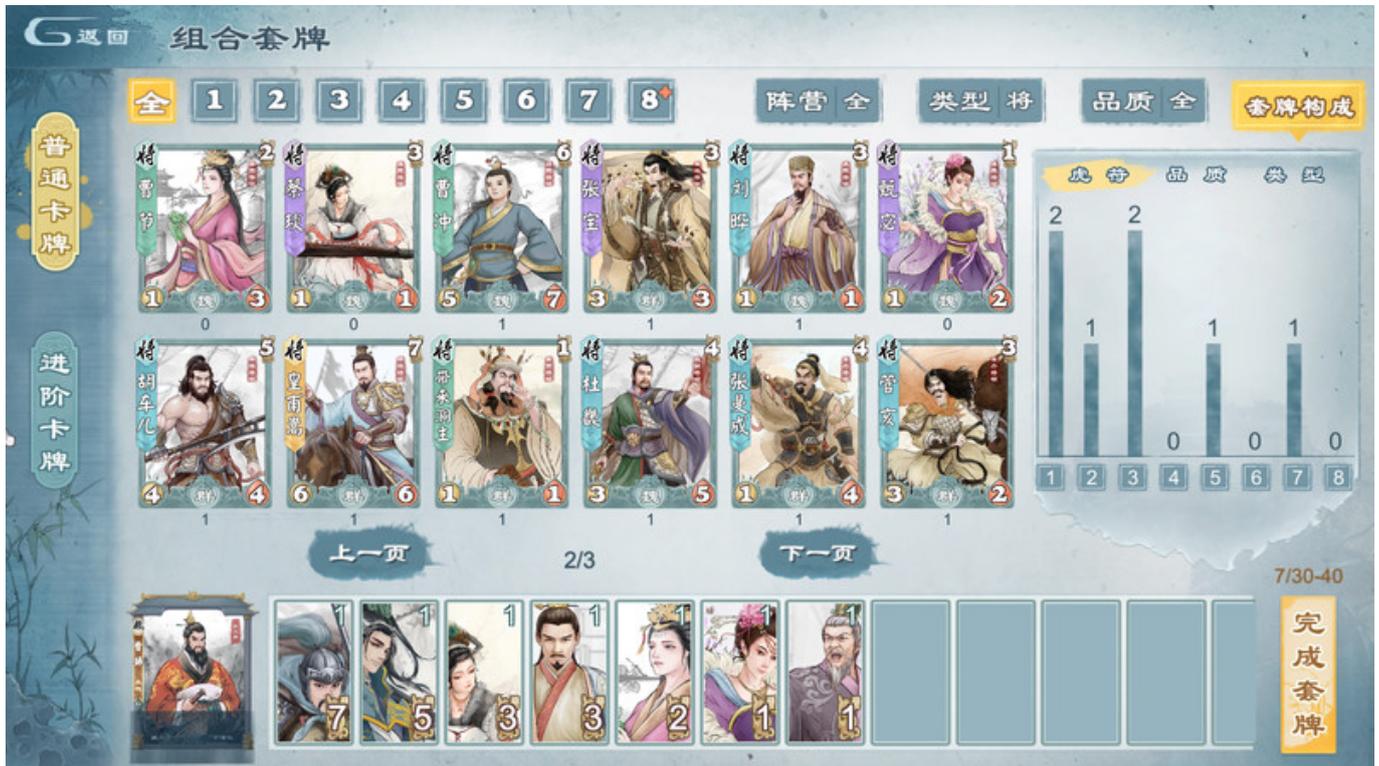


Sol Galaxy Defender Crack Code



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About This Game

Third Person Perspective arcade game. Defend your base against hordes of aliens intent on taking over our Solar System.

When I was a lad, games were real games. TV was violent, with plenty of swearing and stereotyping and - most importantly - "THINGS EXPLODING". Computer graphics weren't quite as good, but we made up for it with our imaginations! But now you have to imagine no longer. The past has come back (for better or worse). Sol Galactic Defender is the old arcade shooter brought up to date with even bigger technicolour EXPLOSIONS. Forget the stress balls, shooting things is far more stress relieving, especially when they explode. And as aliens aren't real, it is also politically correct - as well as morally acceptable!

Now with added BASE, "feel dem explosions" (Woofers recommended).

Third Person Perspective arcade game. Defend your base against hordes of aliens intent on taking over our Solar System.

Key Features:

Main Key Features:

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***Shooting "Despicable" Aliens which explode with great panache!**

***Different alien weapons including homing missiles.**

***Retro game HUD and player life mechanic**

***1980s Arcade Game shooting mechanic.**

***Original Music Score and Sound FX.**

***Sounds Optimized for woofer speakers.**

***Extra lives and Base lives power pills.**

***8 levels located on different planets in our solar system.**

***Glossary of Aliens**

***Interesting Information about each planet!**

General overview

As the player, you have a Hover tank and 3 lives. You shoot missiles which take time to reach their target. This is meant to simulate the old 2D arcade shooters. Your movement is restricted to an area around your base which normally has destructible defences on the periphery.

Various Aliens attack in waves, firing missiles at you, your base and defences. Different aliens have different attacks, some of these home in on you, some on your base. To counter these, you have flairs to confuse their targeting computers.

You must defend your base which has a number of lives (except on level 1). On some levels there are also shield bases. These provide the power for the shields around your base, if destroyed the shield drops and your base may be attacked. Different aliens have different weapons. Some of these will target you some your base.

On most levels the player shooting mechanism is confined to a single plane. This means that if an alien jumps you can no longer shoot him. On higher levels this mechanic is removed and I experiment with different variants of the shooting mechanism. This is one of the things I would like to get feedback on, and experiment with during the early access.

On level 6 I introduce a wave mechanic for the floor, i.e. your floating on a sea of very hot water. In this level there is an auto targeting feature, which is toggle on and off. This works on some aliens but not others whom have "STEALTH"

Title: Sol Galaxy Defender
Genre: Action, Casual, Indie, Simulation, Early Access
Developer:
Quack Games
Publisher:
James Habgood
Release Date: 12 Feb, 2018

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Minimum:

OS: Vista

Processor: Dual Core

Memory: 4 GB RAM

Graphics: AMD Radeon HD 7xxx or Nvidia Geforce GTX 680

DirectX: Version 11

Storage: 1 GB available space

English







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Good game, but editor is hard to teach how things work [4V10 for editor]. broken multiplayer. you can connect to lobbies but the other person doesn't see that you joined and you can't select anything. dev blames that you aren't on the latest version, even though the only version is 0.0.1. got this game from a friend to play it with him. do not buy until the game is fixed. The game was too simplistic. The characters weren't very well developed. You could pick up items that were pointless. There was a general lack of point and click, and puzzle solving. At other times you wandered around in frustration not sure what you were meant to do (no hints).

The storyline was weak and rushed.

The American accents (on a Greek island???) were weird and off putting (you could hear the northern British accents under them).

. Less of a metroidvania & more of a platformer. Nub's Adventure, was a pretty fun experience. While it was mostly a laid back, casual platformer, there were a couple moments that were frustratingly challenging.

This is definitely worth a look. \$7.00 might be a bit steep though.. Fun to play through, nice mini story.. Worth it for RougeLight alone!

Sparkle 2 is an enjoyable addition to the Luxor/Zuma type of match 3 game.

A line of different colored balls slowly creeps forward and you have to shoot balls to match 3 or more to make them disappear. If they reach the end of the line before you get rid of them all, it's game over (though I'm assuming you can keep trying after failing). It's in the Puzzle category, but it's actually an action puzzle rather than turn-based or one that just sits there while you decide what move to make. In this game you have to think fast and have good reflexes sometimes.

Occasionally you get power-ups that will help you. Fireballs that destroy balls. Color Match that makes several balls all the same color. There are ones that slow the train or make it go backwards for a short time.

There are also equipable power-ups that you can choose once you've unlocked them. Such as unlimited swap of whatever colored ball is currently next in line to shoot. Or every 10th ball you get is a fireball. You can try out the equipables and customize the way you want to play the game.

There is a main story with a path that you follow, but there are also other game modes that you unlock along the way.

Graphics are nice. I especially like the details on the balls (no jokes please). They aren't just a solid color, there is a pattern to them that is nice.

Music is very nice. To me it has a sort of fairytale classical style. Kind of hard for me to describe. It sets the mood perfectly for a jaunt through the creepy forest.

I haven't finished the main story yet. I might be halfway through, going on the equipable power-ups that I have yet to unlock, but I'm not sure, and I've played almost 3 hours according to Steam. And I haven't played the other modes yet, either.. This is quickly becoming my favorite game! Granted, shades of Pac-Man...but I'm getting more enjoyment out of this game, especially with different modes, good action, and the chance to kill some things...lol. Why is it that the most enjoyable games these days are inexpensive and relatively simple, yet challenging and varied enough for massive replayability? Compared to something I got ON SALE for forty bucks, just to watch the stuttering and framerate drops, infinite loading times and mediocre fun level, to ultimately discover I COULD be playing 'Instant Dungeon instead?? This game is more fun than I expected...consider this a safe bet for your 2 bucks!!!. Best 50\$ dollars I've spent on software all year!. Nothing like beating the hell out of people with a baseball bat.. This game has great potential to be an awesome C&C style game.

At the moment it feels bare bones. Standard units, sound, layout, graphics. Nothing major.

Lots of things can/must be added. Rotating camera angles. Both hand controls usable. Upgrade in graphics and sound. just hope the developer hasn't given up on it.

I agree with some others that it should still be in an Early Access stage though.

But as it stands, it's worth a blast.. The Concept Is Good. Just need a more Players, but good job developer :D. Don't buy this game. Nowhere near a simulation. You just start and head over to your enemy shooting anything that moves. Not tactics involved. The enemy AI is stupid as hell, the gameplay is dumb and repetitive. No missions, no campaign, no explanation, no manual no help. the Main menu has one option "Start Game" and then you are immediately thrown into action.

You can switch between MG, main gun and auto aiming Rockets capable of destroying multiple enemies at once (why you want to use any of the other two weapons is beyond me), ammo is unlimited, etc..

The enemy isn't firing back at you and he seems to refuse to do anything useful.

The worst game I played since Train. If this rings a bell to you, then you know what I'm talking about. Don't buy it, honestly.. I don't even like the RTS genre, the only reason I bought this game is because the trailer with the barbarian reading the reviews made me laugh out loud.

Turns out it's actually quite fun.

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