
Solar 2 Best Crack



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About This Game

In most games you see stars in the background, you shoot asteroids or you live on planets. But in Solar 2 you ARE these objects! Enter a universe where you must prove yourself to the resident god-like figure by doing its many bizarre and varied tasks. Or just ignore it and see how big you can grow!

Solar 2 is an open-world, sandbox game set in an infinite abstract universe. Play constructively: grow your system, nurture life on your planets and attack enemy life in huge space battles. Play destructively: crash into other objects and cause chaos, use your orbiting objects like wrecking balls, steal planets from other systems.

Key features:

- Dynamic abstract sandbox universe. Changes and evolves as you do.
- Non-linear missions and open-world gameplay.
- No boundaries. Drift forever in ambient space bliss.
- Full of weird eccentric humor and stuff.
- Extensive custom sound track.

Title: Solar 2
Genre: Indie, Casual
Developer:
Murudai
Publisher:
Murudai
Release Date: 17 Jun, 2011

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English







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If you're reading this, buy the game. No, don't think about it. Buy it now. Right now. And if you don't own Predynastic Egypt, pick that one up too.

This game is a huge improvement over Predynastic Egypt. Waaay bigger maps (both city and world), an increased number of superb artwork, tons of history snippets, mastabas, temples and pyramids galore. The combat is a bit more interactive. City buildings can be demolished and replaced with others for different resources. Diplomacy is better. Scouting is better. There are more gods to worship with various bonuses. The world map is highly interactive. Heck, everything is better.

As you play, the game gets more and more challenging. Trials are ramped up and offer more diversity. Expect to lose the game 2-3 times before you get the hang of it.

This game, just like Predynastic, is a must-play for anyone who enjoys ancient egyptian history. 10/10. I'll be playing this for a while and I hope that the studio will make a Middle Kingdom game too. And a New Kingdom one. And a late Period + Ptolemaic one. Because damn these games are awesome.. A different take on rts. Doesnt focus on the same repetitive resource gathering motions, but instead jumps into action.

However there are games out there that have the same take and are more elaborate... THIS game might have been neet when it came out, but right now its a "play if its damn cheap and you have time AND you enjoy rts ALot" lol

I think that this game is a must for game designers to add to their benchmarks or atleast as an inspire... since it does take some classic elements with originality. But like i said there are better games out there with the same reasoning.

eitherway, the yes or not rating mechanic wont cut it here. So i say, yea play if its cheap and you have time or need benchmarks for designing an rts.. Greate game, awesome to show How VR could work, Maybe a full release game like this one day?. The game itself is pretty decent, but there is NEVER anyone online, and this game is only multyplayer. Devs here's a tip. Add local matches with bots, and if possible, a campaign. It would make the game much more popular. Would I recommend buying this right now? No, but buy it after it gets updated.. It's not a very difficult game. The plots are smooth and the settings are good. The graphics brings back England in the 30's. Some counter-climax at the end of the story but it is all fine. Overall, good game but not one that you have to own, unless you are a fan of Agatha Christie and her detective - Mr. Poirot. There is an interesting index of tracking how close you are thinking in the same way as did Mr. Poirot, if you choose the right responses in a conversation or the right actions in certain circumstances. The logical thinking test, to choose from the appropriate clues to arrive at a correct answer, is somewhat tardy to the game but it flows along well with a detective story. On the other hand, the soundtrack is great. Note the slide above in Steam store to resolve one of the locker problem, out of may, with password in Chinese characters in this game.. I am very happy with this programm and i use it daily to cut and edit videos.

The programm has a modern design and is very easy to use.

You can use diferent effects or your videos or ad subtitles.. Bigger productionvalue that expected! this is my feedback on SS2 and what i would like to see for Super Seducer 3.

I think it was cool playing from a girls perspective, but it feels like the club part was not as wellmade.
The seeing how girls interacted (in the spa) how girls talk and reson without men around was cool.
I think it was funny when there was a kind of story line and each chapter refered to other chapters like in the spa
it would be cool if one of the girl was saying yeah i went of my yacht and talked with a nice guy and then he showed me
his♥♥♥♥♥♥under the table.
... OMG you actually did addet that element of fake tinder pictures;) I JUST LOVE YOU MORE NOW.

it would also be cool to play from both perspective in the same chapter, And they could end up together or
it all could branch out and continue the girl storyline and man storyline. But the game need to be optimized for that, so if it
branch out you can start from where it separated to two storys.

i think richards friend that gave the female perspective on it was cool to have.
I also liked that it was not always richard as the main characheter.
The comedy scene was just hurrendus and pointless.

I think it would be cool if you break the "forth wall" in the game.
Like the model goes (staring right into the camera) "Really you choose that?!, alright here we go"

The purpose why i paid 70 bucks to support your game because i saw the growing potential of your game concepts from any FSP franchise. its your time to prove them wrong.

combat arms will die off due to their lack of hospitality for SEA players.
call of duty will die off due to their lack of customisation concepts.
battlefield will die off due to over-charge season pass and server ping kicking issues.

what you are lack off now is to grow your full customisation of all weapons, armor and skills, including nades and mines.
increase your weapon inventory more than combat arms,
increase players weapon slots to get back-packs for more nades and mines to use.
customise stocks for guns and reduce prices for their rental.

players are expected to equip 3 paras, 1 rocket launcher, 2 nades and 3 mines to stomp zombie wars and set booby traps in map for future. that will be more fun for more players. :). A surprisingly pleasant, albeit slightly grindy and minimalistic jRPG.

The card mechanic, being a core part of the game, doesn't really add nearly as much to the overall "feel" as you would expect, so it feels more like Battle Chasers than something like Slay the Spire. I get it why people are trying to compare these two games: "Look, both games have cards! And you can upgrade cards!"

In reality, though, nothing in this game feels like a puzzle. You don't see enemy's intentions, you don't optimize your turns around the mana that you have, there are barely any interesting interactions between the cards, and most turns are more or less automatic. Numbers are big (and quickly growing with levels), heals are cheap (so it doesn't really matter how much damage you take), and you can just click through battles on autopilot without paying too much attention to what's going on.

This being said, it's not necessarily a bad thing. Many games are trying to create the same relaxing experience, and many fail. This one, though, has a very pleasant soundtrack, nice art, non-aggravating controls, and really stable performance even on my old laptop. Special thanks to the programmers for that, it feels very refreshing after all the Unity crap that hiccups all the time while trying to display like 20 sprites on the screen.

If you are looking for a game where you replay very similar low-stress battles over and over again, try this one (or Battle Chasers, it feels very similar to this one in a surprising number of ways). If you want a game where card mechanics actually matter, I'd suggest Slay the Spire instead.

Not sure if I'll complete this one (grinding for the upgrade components gets very repetitive for my personal taste), but I can't say that I regret buying this game. It's really well-made.. So, I could rant for 30 hours straight on what I think this game could have been, has been, and could become, but it's pointless. I've played many games, especially world war two games, and this used to hold a special place in my heart. I loved to play tactically with my friends, it was some of the best time I ever had. Combining the aspects of planes, tanks, infantry, and actual strategy was perfect. But early on it always had parts missing, things I felt were necessary. I gave it time, hoping it would come around, and then the updates came.

Where to start. Bias? Bias. Enough said. Oh, but the squad update was cool! Then came... The rest. They made it harder for new players, then easier, then harder, then easier. But it still treated the new players terribly. Now they've added new planes, and they aren't anything to be desired. They're just another aspect to a still dying game. The game is losing it's aspect of being unique. There is not enough base infantry playing anymore to mean anything, so most of the games play out like some sort of murder spree between planes, tanks, and snipers.

Recently I came back. I left after one game. It's pure murder, sometimes worse than what I've heard out of Call of Duty. I can't say much more. I just don't recommend it.. Nice designed characters! Don't regret it.. For some reason, the incompetent employees over at Paradox decided to disable achievements if you so much as want to change a ruler's name, before starting a game. I don't see how customizing a name or changing a flag can affect your gameplay, but apparently Paradox is too much out of the loop with its own players, to care.

TLDR: Using the Ruler Designer disables achievements.. Old school game.

Is sad because the Ascaron abandoned this game. :(

. So smooth, so casual and really easy to learn, and really fun!. If you like racing, slicing up zombies with your customized car blades and burning the hell out of them, you'll love this game. It's quite like Carmaggedon, but with better graphics and customizations. I personally really like the game, especially because it has this classic game feeling.

10/10

Love the game.. I think its a really good addon, The sceanery is awesome,i just wish it was fully animated like the DD40AX UP. Yes i recommend this game.I give it 5 stars.. Ok here it goes.

I'm 30 years old now. This game gave me the feeling of playing the good old games again, where you dont have to rush and just soak in the mood of really well painted textures and the weird humor they came with. Although it is kind of short, this game proves again that you don't need some kind of endless games to make it worth buying it. You can almost see the developers were really into that game.

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