Solar Struggle Torrent Download [Keygen]

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About This Game

Solar Struggle is an arcade action spaceshooter where the player takes control of one of the nine space ships and experiences a thrilling story of a young pilot in 11 missions or asserts herself/himself against tons of enemies in the skirmish mode.

The whole game world is in 3D, but the action takes place on a 2D plane which makes the action and controls really easy.

Features

- Thrilling story in 11 missions

- Challenging skirmish mode

- 9 different ships

- 36 Steam Achievements

Story

Till the year 2016, the budgets of all the government space programs have been reduced to a minimum. To forward the space exploration, a private group of companies started comprising the Consortium. The Consortium was able to demonstrate amazing success within a few decades. It quickly assumed a monopoly position in the development and production of space equipment.

During this time mankind overcame the differences it had and united to a world government in 2087. The armed forces of the former governments joined to serve as police and security forces of the new world government. The first success of the new world government was the establishment of a permanent mars colony in 2094. The Consortium took actively part in. Today it's the year 2169. Mankind has long since penetrated to the farthest corners of the solar system. A gold rush has set up mining colonies whereever it has been possible to mine raw materials. The Consortium has thus developed into the largest economic power in the solar system. It controls a large part of all mining operations and earns revenue from the sale of ships and technology to the colonies. But the general prosperity also attracts individuals who seek to enrich at the expense of the honest workers. The huge distances between the planets make it extremely difficult to the Military to retain control. Therefore, unfortunately, again and again tragic events are happening…

Here begins the story of the young pilot who nearly escapes death while his convoi was attacked.

Title: Solar Struggle
Genre: Action, Indie
Developer:
Z-Software
Publisher:
Z-Software GmbH
Release Date: 18 Nov, 2014

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Minimum:

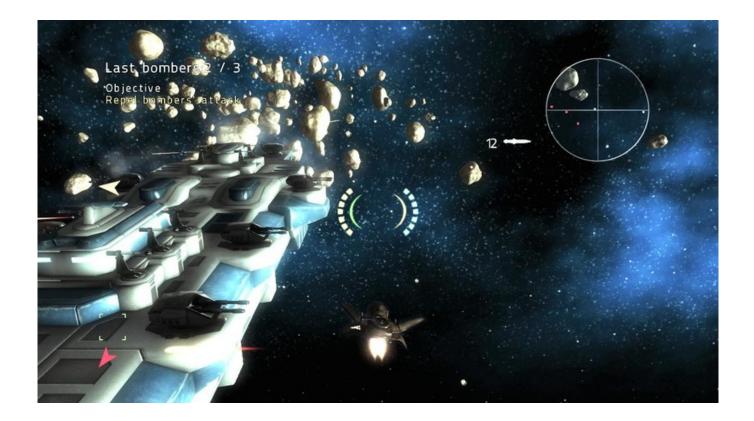**OS:** Windows XP, Vista, 7, 8

Processor: 2,8 Ghz

Memory: 2048 MB RAM

DirectX: Version 9.0c

Storage: 1 GB available space

Sound Card: Windows Sound Driver

English,German

Objective
Destroy the Outlaw defenders.

Distance to earth:49999miles

Objective
Repel the bombers

29
15

Solar Struggle is not a bad game. It's just not a very good game. So if you can play something else, do that.

On the other hand, if you need cheap (in sale under one euro) game, with nice enough graphics (it's not much, but it's not hideous), hilariously bad voice acting, really dull uninspired game play, you can certainly give it a shot.

Oh! I forgot! I couldn't change controls. And I couldn't finish third mission, because my ship couldn't leave a space near an asteroid or something.. https:\/\/www.youtube.com\/watch?v=S0EPk-rZDdE

Pros: The game is simple. Everything is pretty much intuitive.

Cons:
1. The game is simple. There's not much going on, 2 game modes: a simple story about a young pilot, and an endless skirmish, customizeable weapons and systems, which there's not many of.
2. The game is a 2D space shooter, that presents itself as a 3D one. You can't move up or down, so the fights are pretty dull.
3. Absolutely unplayable without a controller, as you can't steer the ship with your mouse.
4. Bosses do not introduce any other mechanics, except for their increased health pool.
5. The story is not something I would come to an arcade space shooter for, still it definitely does add flavor. Not in this case though.

Verdict: Waste of 6 bucks.

If you want proper PvE\/PvP dogfights, there are better options out there, some even for free.. Well acctualy this is a space shooter. So you shoot things.. in space but....
I did a fews mission, and unpleasant things bumped into my head...
you are some guy that fly around the solar system planet.. and all of thems have an asteroid belt around it....

- Graphics.
They are nice, because space is awesome.. that's the strong point of the game, and acctualy graphics doesn't do everything

- Gameplay
Its just correct.. and by correct i really mean "only correct"
You won't have anytroubles with the control in the game, they will come instantely

- music \/ sound
Well... the music let's say.. i only did fews mission and.. i droped because of this, this soundtrack is....
i'm not going to say. bad that's wrong... no wait... its bad.. The same song for like 3-4 mission.... and the song is reptitive as hell..
Hope this game have more than 1 mission music..
More than that it doesn't fit at all with this type of game..
Voice well, turn it off... seriously.. turn the voice off !
As for the sound effect. pew pew pew.

- Overall
I'm not going to thumbs up this game because its just a game that everyone will forgot in 2 days. I'm not going to thumbs down either because its not that bad .. there's no horizontal tumbs..... and the price is very decent.
But this game have something wrong ... generaly shooters (ex gradius , thunderforce ect) are repetitive.. but in a good way. this game seem repetitive in the bad way... From the screenshots, I was expecting some nice arcadey space-shooter goodness. My hope was basically for a Star Fox knockoff with better graphics.

Unfortunately, what I got was a janky, poorly voice acted mess that runs far worse than a game of this grapical fidelity should.

The entire game is played on a flat plane. There is no 3-d movement or action. Ships turn very quickly. So quickly it's difficult to do fine maneuvers. Generally, this means that a dogfight consists of either a series of head-on passess, or flying behind a wiggling enemy fighter. It's incredibly hard to see where your shots are going. There's no sort of lead indicator, and your

"Crosshairs" are basically useless. Your bullets are your best indicator, and even then, it's mostly "This is the general flightpath of the enemy ship, maybe he'll run into enough of them to die." I found one of the most effictive dogfighting techniques to be to sit still, and just point your gun at the incoming enemy fighters, as that's the only time they really flight striaght.

The campaign missions are frequently interrupted with poorly written cutscenes which basically consist of your ship hovering near other guy's ship. Then you skip them, and you're thrown against a timed wave of infinite enemy fighters. The voice acting comes in here, as the only things more repetitive than the sound of your guns constantly firing (there's barely any reason not to), and the music, are the death cries of enemy pilots. The frequent "Arghs!" and "Oh No!"s are delivered with the drama and gravitas of realizing you put slightly too much creamer in your coffee.

I was hoping the arrival of capital ships on the playing field would make things more interesting. Unfortunately, rather than doing things like take out individual guns, or subsystems like engines, they're just another life & shield bar. Actually, the ones I fought were easier than the fighters, because they're so much larger and easier to hit.

Finally, the options menus are limited. If you're in a mission they're limited to "Quit" or "Don't quit". Anything you change results in the game restarting. You can use a controller, but you get even less fine control. Sometimes the turn keys just plain didn't work, or your acceleration will get stuck on.

I didn't have high hopes for this game, yet it still managed to dash them. For that, bravo.. So disappointing. At least I only lost 5.95
I miss you 5.95

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