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SOLAR BATTALION Download] [Xforce]



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## About This Game



is a neo-noir cyberpunk science fiction action game. That depicts a dystopian future featuring electric visuals brought to life in comic form. Following in the footsteps of no man`s sky this game promises to deliver a epic sci-fi experience. WARNING this game contains large breasts and bad CGI acting. DISCLAIMER Due to the large amount of assets used in this game some players may suffer from bouts of deja vu.



## FEATURES

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- first person action shooter
  - Epic sci-fi open world to explore
  - Operational combat mech to pilot



- Cinematic cut scenes depicting a cyber punk world
- Immersive world to interact with
- Stunning electric visuals brought to life using the latest high tech state of the art game engine



The evil warlord SAGEN X has taken over the star system a SOLAR BATTALION has been dispatched to crush SAGEN X and his footsoldiers known as the DARK SWARM. You take control of Agent RED COBRA who is part of a elite strike time sent to assassinate SAGEN X your task will involve visiting brothels across the galaxy to gather secret information from undercover agents to help stop the DARK SWARM.

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Title: SOLAR BATTALION  
Genre: Action, Adventure, Indie, Early Access  
Developer:  
DIGITAL HIPPO CARTEL  
Publisher:  
DIGITAL HIPPO CARTEL  
Release Date: 4 May, 2018

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**Minimum:**

**OS:** 7,8,10

**Processor:** intel duel core 2 GHZ or AMD duel core 2 GHZ

**Memory:** 2 GB RAM

**Graphics:** nvidia geforce 400 series or AMD radeon HD 6000 series,2 GB video card (minimum shader model 5.0)

**DirectX:** Version 11

**Storage:** 3 GB available space

**Sound Card:** directX compatible sound card with latest drivers

English







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solar empire battalion wars. solar battalion game. solarmovie lost battalion. solar battalion

BECAUSE THIS IS EARLY-ACCESS AND THE DEV. IS NOT SHOWING UP IN THE DISCUSSIONS, I WRITE HIM THIS OPEN LETTER. I POST IT HERE (AND IN THE DISCUSSIONS), INSTEAD OF A NORMAL REVIEW.

Hi dev.,

Wow, i am impressed. This is by far the best GameGuru game, that i played in ages. I loved the artstyle and the cinematics, great, how you handle this engine. I liked the over-the-top humor and the nudity. The game is trashy but really good and i had so much fun playing it.

I was just starting to write a possitive review, then i saw, that you do not answer questions from your customers in the discussion-area. And there is no way to get in touch with you, there is no connected account or website. Really, you are putting a game in early-access without keeping the discussions in view? That is a big no go for me. Because of that, i will not write a positive review. If you change your mind and take a look for your customers, maybe i will change my mind.

I really dont think, that you will look at this, but if you do, i want to tell you the things, that are not good in the game. I hope, you will change that.

- The weird pop-in when you get hit. Get rid of it, it is just disturbing and you can not see the enemy.
- The handling of the mech is awfull, aiming is a pain.

Besides that, i love the game. Great work. I still have hope, that you are working more on it. But if not, i would change the store description and sell it as it is. For this price, it is much better than any GameGuru game outthere.

regards,

stefan. Early Access Watcher Public Service Announcement

Game: Solar Battalion

Version: Initial Release

Gameplay Footage: Due to the risk of nudity, I won't be linking the video. You can find it via Gateway To Gaming on YouTube.

Disclosure: This game copy was bought by the reviewer.

I haven't had much experience with the Game Guru engine, but the titles I have played in the past looked rather similar due to the generic assets available in the default collection. This was further reinforced by the warning placed on the store front by stating 'players may suffer from bouts of dejavu'. Unfortunately, the game seems to be missing a lot of the features listed right below that and will be the basis for my little analysis of the current product.

This first person action shooter pits you (Red Cobra) against Sagen X and his 'Dark Swarm' in an attempt to protect the galaxy from his influence. I only know this from the store front explanation, because the game lacks any of the 'cinematic cut scenes' and instead launches a bunch of black screens at random intervals of the game. Overall graphics are just like any other game guru game, which isn't a entirely a negative. It is passable with set pieces set up along the linear path for each level, though some character models and assets flicker in and out of reality before your eyes (bar on level three). The levels are all closed off and lead from one to another, making me question what the developer meant by 'open world to explore'. If these are future features, might be a good idea to change the wording on the store page.

Combat is functional, but ultimately dull. You can snipe enemies halfway across the level just by zooming in with your pistol and enemies generally stand still waiting to clock out. You have your standard pistol, shotgun, uzi and a revolver close to the end. For a sci-fi shooter, I was expecting something a little more exotic. The gameplay is changed up a bit by giving the player either a hover bike (that disappears when you switch weapons) and a mech that doesn't actually do much except change your character. The aiming reticle isn't fixed well with the layout of the mech and when you shoot the gun, you are really just hitting enemies with your pistol (as indicated by the reload sound while driving it).

Performance is also hit and miss, mainly with the long loading times and the few crashes I experienced trying to start up the

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game. There were no issues during the levels except for the previously mentioned black screens (unless the enemies staying dormant wasn't by design). The UI, on the other hand, is missing essential information such as the health bar or ammo count. This doesn't need to be active all the time, but having a means to trigger a few second pop-up to keep you informed of your life force would help. There is a hit response in the form of a nurse pop-up showing the direction of the enemy, which can be useful. This leads to the last debate-able issue in the game: the humour. You get a few nude pictures in the first level, repeatable usage of the word "fuck" when you shoot someone, and some other off handed comments. It will always come down to personal taste, but it is pretty crude.

At the end of this road, you are left with a 30 minute FPS. Granted, this is early access and I wish the developer luck in their endeavor. I just can't recommend it at this time.

This has been a EAW PSA.

Side note: The key mapping menu has some text cut off at the edge of the screen.. This is easily the weirdest and worst game I've ever played.

Unnecessary nudity + terrible combat = hot mess.

Not fun at all to play but very fun to watch a video about

<https://youtu.be/VGI0oxMf3uCA>. given that it is an early acces game and the affordable price is worth the one like



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