
SOL: Exodus Activation Code [cheat]



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About This Game

By the year 2500, Earth had become toxic and unsafe for human life. Pollution and overpopulation had ravaged the planet, forcing humanity to the stars. Colonies and settlements soon sprung up across the solar system, but man had not left its thirst for war behind. Then, they learned their sun was dying, and everything changed. Only when faced with threat greater than each other did the nations of man finally come together. The United Colonies of SOL (UCS) was born, its first and only mission: to locate a new home for mankind, safely beyond the doomed borders of our solar system.

Suit up and take on the role of the Lieutenant Commander, ace fighter pilot and 2nd in command of the UCS Atlas, as you search for a new home, battle a mysterious enemy, and rescue humanity from a fiery end.

Key features:

- Experience an action space shooter like no other with Unreal™-powered visuals.
- Eight epic missions take you across breathtaking landmarks of our solar system, including Pluto, Neptune, Triton, Uranus, Saturn, and Titan.
- Utilize the advanced weaponry of your UCS HADES space fighter, including dual gatling guns, tracking missiles and MAG cannon.

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- Engage a variety of enemy fighters, bombers, drones and more as you protect civilian transports and defend installations from attack.
 - Take down massive capital ships by hacking into them and revealing their weak points or turning their weapons on one another.
 - Learn the origins of your shadowy foes as the plot unfolds through full voice-acted dialogue
 - Replay missions to earn higher ranks and perform heroic actions to earn upgrade points which can be used to improve your fighter.
 - Top your friends on Steam leaderboards and compare your medals with dozens of achievements to unlock!
 - Fully remappable controls support USB gamepads, joysticks, and mouse/keyboard control schemes.

Title: SOL: Exodus
Genre: Action, Indie, Simulation
Developer:
Bit Planet Games, LLC
Publisher:
Bit Planet Games, LLC
Release Date: 25 Jan, 2012

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Minimum:

OS: Windows XP (SP3), Windows Vista (SP2), or Windows 7

Processor: 1.8Ghz Intel Core 2 Duo / AMD Athlon X2, or equivalent

Memory: 2.0GB

Graphics: DirectX 9.0c compatible, 256 MB of VRAM;(NVIDIA GeForce 7600 GS, ATI Radeon HD 2400 Pro 256 MB)

DirectX®: 9.0c

Hard Drive: 4 GB available

Sound: DirectX 9.0c compatible, 16-bit

English







I honestly can't decide whether to recommend this game or not. Decent story, decent gameplay and mechanics, basic fun space shooter. What I can't get over is that a cheat is pretty much required for mission #4, and that I beat the whole game in 5 hours with one cheat after spending a couple of hours stuck on that one mission. I want to say 2.5 or 3 out of 5 stars...which I guess for Steam means not to recommend. There are better space fighting games out there.. I am a hardcore fan of Space-Combat-Exploration simulation/Varcade games. I own and played a lot of them, in every category. I enjoyed most of them and have fond memories of each one.

This game is an exception. Its combat mechanics are horrible, visuals are so and so, the music and sound generally is out of place, and the story is laughable.

This is a rare case of a game that I'll leave it unfinished, uninstall it, and never think of it again. And so should you. I feel this game has too many bad reviews, that don't do it justice.

The gameplay is excellent. It's similar to Freelancer, but with inertia and glide/slide mechanics. It's a joy to pilot the fighter!

Sure it could be longer and have more options, ships and whatnot, but then it wouldn't have this price tag.

Great dogfights, varied mission objectives. Hope they make a second one!. As much as I wanted to love this game, it's terrible.

Controls are garbage, with no real mouse support (the virtual stick which they've added in is a complete joke that may as well not even exist for how useless it is) in this day and age, kills any hope of it having any life beyond a \$2 sale. Games from 10 years ago managed to get this right, out of the box, there's simply no excuse today.

Length is unforgivable despite the bargain bin price. At BEST, the game is 4 hours of playtime, so unless you get it at the \$2 sale price mentioned above, it's simply not worth putting up with and wading through the aggravation.

There's suggestion from the developer that there will be DLC, but honestly, they need to give away content until it reaches a MINIMUM of 10 hours before even considering charging money for what should have come with the game.

\$2 max is all it's worth. Don't bother otherwise.. Beautiful game. Unfortunately, that's all there is. Controls are shot and unless the company intends to patch it massively, they're going to be bad, even with a dedicated flight stick/HOTAS setup.. Do not buy!

You have a cap ship killing cannon and the ability to hack enemy ships to find weak points, yet many times throughout the campaign they refuse to let you use it.

This causes your team ships and stations get blown up, when you could've easily kept them alive.

Try Freespace 2 with mods or Evochron Mercenary, instead.. I've tried this game on 4 different systems now and i've yet to get it to run once.. Don't bother with this game. It's weak sauce.

For anyone who likes first person spaceship shooting games, this is a great find. The game play is solid, the story is smooth, and the action is packed. It will keep you busy for hours and leave you wanting to play it all over again. I'm anxiously awaiting the next release.. *scaled rating at the end*

I wanted to like this game. I really did. But it's just too plain and dumbed down. It can almost fly itself. Space combat here reminds more of Independence War. You can literally spin around 180 degrees. Kinda like doing sports car drift in space. Interestingly, it does not work with CH Products sticks but is perfect with my Logitech 3D Extreme. Acting and story telling are straight out of the Alien Breed Series. Wingmen are useless. Most of my missions were solo.

The only reason for my low scores here is that I bought this and Freespace 1 & 2 at the same time. I loaded this first. But played both versions of Freespace and the modded version of Freespace before I played the fifth mission of this. When a 10 year-old game gets my time over a new game....hmmmmmm. Well, I'm just saying.

Thumbs up because it works and I bought on 80% off sale.

Graphics 8/10

Audio 8/10

Controls/UI 9/10

Immersion 4/10

Grind Level 3/10 (low is good)

Replay Value 3/10

Overall fun 4/10. This game received a 57 aggregate score on Metacritic; I'm assuming this reflects the initial unpatched version. I'd give it an 84, mainly because of the short length (3.6 hours for one playthrough). At the price point however, that is reasonable, and the game is very fun. Pick it up; it's worth the money.. It doesn't take long to complete but it's still kinda fun, however, the best space combat sims still belong to yester-year. Track down Freespace 2 to see how things should be done (and if you do, remember to add on all those lovely, graphic enhancing mods!). What is SOL: Exodus?

It is a rather short but cool linear space sim. You control a small fighter against a lot of enemies and usually have to protect some ship with too low hp (even on easy) the game has a rather neat hacking system tho, which makes it a bit more interesting.

The campaign can be completed in 3 hours on easy but will take maybe up to 10 hours on hard depending on your skill and luck as your teammates are really useless.

The good:

- it's a space arcade sci-fi fighter sim
- hacking is new and interesting
- hard difficulty is hard
- mission challenges makes you want to replay missions
- the achievements are doable
- xbox controller support

The bad:

- Too short
- Repetative
- Hard is too hard
- no co-op or mp
- your ships flight path is weird sometimes, this can be very annoying

In short if you like arcadey space battle games this game is worth checking out on a sale, just don't expect AAA quality. despite its shortcomings I actually had a lot of fun.

. It's not bad - more Starlancer than X-Wing or Freespace. But sometimes you don't want the complexity of all those systems to manage. It would be perfect if they made a Battlestar Galactica mod for it, since it's got the whole "WW2 aircraft carriers, only in space!" vibe. All in all it's more than worth the < \$5 cost these days. I wish I could have played more of this game to give a better review, but I just lost all sense of fun after a very short time, the game is incredibly frustrating and not in a 'oh this is a challenge' way, no it's frustrating in a buggy, poorly coded and when it comes down to it, very dull way. The game play, despite it's poorly explained special devices, is really weak and causes a lot of the frustration with the missions. I would absolutely love to see some of the better space shooters on steam, but this is definitely not one of them.. Game is very short. Looks ok but could

have been so much more. Had some bugs.. Tried the demo this morning after seeing another gaming friend having it in his profile. I thought it was pretty cool and finished the 1st mission with great success. I then, for the price, bought the game and installed it. Have yet to play the full version but, this game doesn't take a 10,000 page Wiki read before playing and, it's a lot like Freelancer. I think it will be ok to play. I would recommend checking it out. SP or not, it'll be something to break the monotony of other games when the noobs are out in full force. lol ;). Very Short Campaign, Great Game play. Adds a new Unique feature to Dog fighting called Sliding. the best way to describe it would be a 360 degree turret ability with all guns and missiles. It integrates almost seamlessly with the navigation controls so you are able to pilot and shoot with it. The AI Elites can be a handful without sliding so if your having trouble learn to use it. That said however the AI has a serious flaw with close proximity to solid objects, if you lure them into a dogfight at very close range to a large ship they may crash into it killing themselves. I was able to do this twice, once by accident the second time on purpose ^_^.

Overall, a very thought out and well made space combat sim. The story and campaign however due to it being much too short was a disappointment.

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