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The Solus Project Free Download [Torrent]



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## About This Game

**A single player exploration driven adventure with survival elements, set on a mysterious and seemingly uninhabited alien planet. Survive through exploration, and unlock the mysteries of Gliese-6143-C. From the creators of "Unmechanical" and successor to "The Ball".**

*Earth has been destroyed and mankind lingers on in a small fleet of ships near Pluto. As humanity's last hope, you are sent to scout a distant planet as a potential location for a colony. After years of space travel disaster strikes however, and your ship is destroyed when approaching the planet...*

*With your team members dead and your equipment gone you have no way of communicating or receiving help from anyone... you are completely and utterly alone...*

*Desperately you look for a way of phoning home, but as you explore the seemingly desolate planet, you uncover the dark secrets buried within the depths. In this otherworldly odyssey you uncover mystery upon mystery as you try to survive the harsh climate.*

## FEATURES

- **Explore** - Unlock the depths of the uncharted planet, and discover the secrets buried deep below. Delve into huge cave systems and tombs and uncover over 200 secrets.

- **Handcrafted** - 10 large entirely handcrafted levels to explore. Explore and puzzle your way through 5 islands and 5 large tombs/caves.
- **Atmosphere** - Atmosphere rich environment that is fully dynamic. An alien day and night cycle and a dynamic weather system that calculates everything from temperature, wind, humidity, cloud coverage impact on the climate and so on. It handles ocean tides. Plants respond to the climate. Storms form. Earthquakes happen.
- **Survive** - Survive the extreme climate, tornadoes, storms, meteors, lightning, and not least the dark secrets buried beneath the surface.
- **VR** - Supports Vive and Oculus, including room space and motion controllers. Explore the huge world start to end in VR! (\*Some VR features are still in development - see notes at the bottom for info)



- **Depth** - Plants grow and rot. Ocean tide based on the moon. Your body responds to everything from getting wet to lack of sleep to walking uphill to the humidity. Hundreds of upgrades to be found. Secret areas within secret areas within secret areas.
- **Savior** - Your death means the end of mankind. Save us and rebuild a communication device to phone home, by scavenging useful items.
- **Adventure** - Be a pioneer, an archaeologist, and an astronaut to explore a mysterious alien planet. The adventure has a beginning and an end, but it is a harsh world. A mistake will cost you your life.



- **Linear** - The game has a start and end. It is a singleplayer adventure with 10 large levels.
- **Your Time**- Scale the game as you wish. Go from a super hardcore experience to a relaxing stroll on an alien planet. In fact you can cheat old school console style even. It is your time, your experience.
- **Just You** - Little hand holding. No obvious enemies. It is just you. All alone by yourself.
- **Old school** - Fond memories of games from 10, 20 years ago? So do we. Complex level layouts. Dozens of secret areas. Keys to unlock doors. Underground environments. A ~ key to open the game console.
- **Exploration** - There are hundreds and hundreds of things to find hidden away in the world. Secret areas the size of modern "next gen levels". Just how deep does the rabbit hole go?
- **Puzzles** - Puzzle your way through environmental puzzles left by an alien civilization, like our titles Unmechanical and The Ball.

## THE PLANET

- **World** - Gliese-6143-C is a harsh and barren planet, covered by a vast ocean. Days are over 45C/113F, and nights under

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-30C/F.

- **Archipelago** - 5 islands, with a shallow sea between them and connected through a system of caves. To travel from one island to the next you must traverse these dark caverns.
- **Wreckage** - The spaceship in which you arrived crashed on arrival, and its debris is scattered across the world. Find and locate debris sites to find additional resources.
- **Tombs** - Megalithic tombs are all over. Clearly you were not the first intelligent being to have set foot on this planet. Who was here before? Where did they go? What happened?



- **Vive/Oculus** - Works on both. Supports Xbox controller on Oculus, and either the Xbox controller or motion controllers on Vive. Supports room scale for Vive. Keyboard and mouse is supported as well.
- **Movement** - Supports regular locomotion walking and teleporting. For rotating you can pick between room scale rotation, snapped rotation (45 degree steps), smooth rotation, or enable strafing. Movement speed can also be scaled freely.
- **High end and huge** - This is not a small VR demo or game. It is a massive 16 hour experiences with miles and miles worth of world to explore, and provided you have a powerful machine (980 and up) you can experience it with some of the most ambitious high end graphics tried in VR to date.

*TSP is not a pure VR game. It was designed for non-VR gameplay and thus a VR headset is in no way required to play the game. If you do have one, it is an awesome (but different) experience!*

*VR is work in progress - Currently not implemented: VR Loading screens and Oculus Touch. The intro tutorial is also a bit rough. Everything else works solidly. TSP received a major VR patch July 20 2016 adding VR inventory and crafting among many other fixes, and another one on December 4 2016 adding the Explorer Diary and a range of fixes.*



## ABOUT US

The Solus Project is the brainchild of Sjoerd "Hourences" De Jong. As a one-man army he crafted the vision for the game and a large part of the game's looks. Sjoerd has over 12 years of experience in the industry and has worked for a range of large and small studios such as Starbreeze, Epic Games, Guerrilla Games, Digital Extremes, and many more.

The game has been in production since July 2013, and has a team of 5 to 10 people working on it.

Teotl is a small indie studio that was founded in 2010 and is located in Sweden. It released The Ball on PC in 2010 and followed up with Unmechanical Unmechanical on PC and iOS/Android in 2012.

The studio focuses on creating high quality and immersive single player experiences. The Ball won the PC Gamer USA Action / Adventure Game of the Year 2010 award.

Grip Digital is a privately owned developer and publisher of games for consoles and high-end portable devices, based in Prague, Czech Republic. The company was started by industry veterans who worked on games across all major platforms. Grip Games

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is working with the top independent developers to bring their games to console platforms.

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Title: The Solus Project  
Genre: Adventure, Indie, Simulation  
Developer:  
Hourences, Grip Games  
Publisher:  
Teotl Studios  
Release Date: 7 Jun, 2016

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**Minimum:**

**OS:** Windows 7 64 bit and newer

**Processor:** Dual Core 2GHZ+

**Memory:** 4 GB RAM

**Graphics:** DirectX10 Compatible 3D Card - Minimum GeForce 460 or equivalent - Integrated graphics (Intel) may not work well and have not been tested. For use with Intel integrated graphics please run the game in DirectX10 compatibility mode.

**DirectX:** Version 10

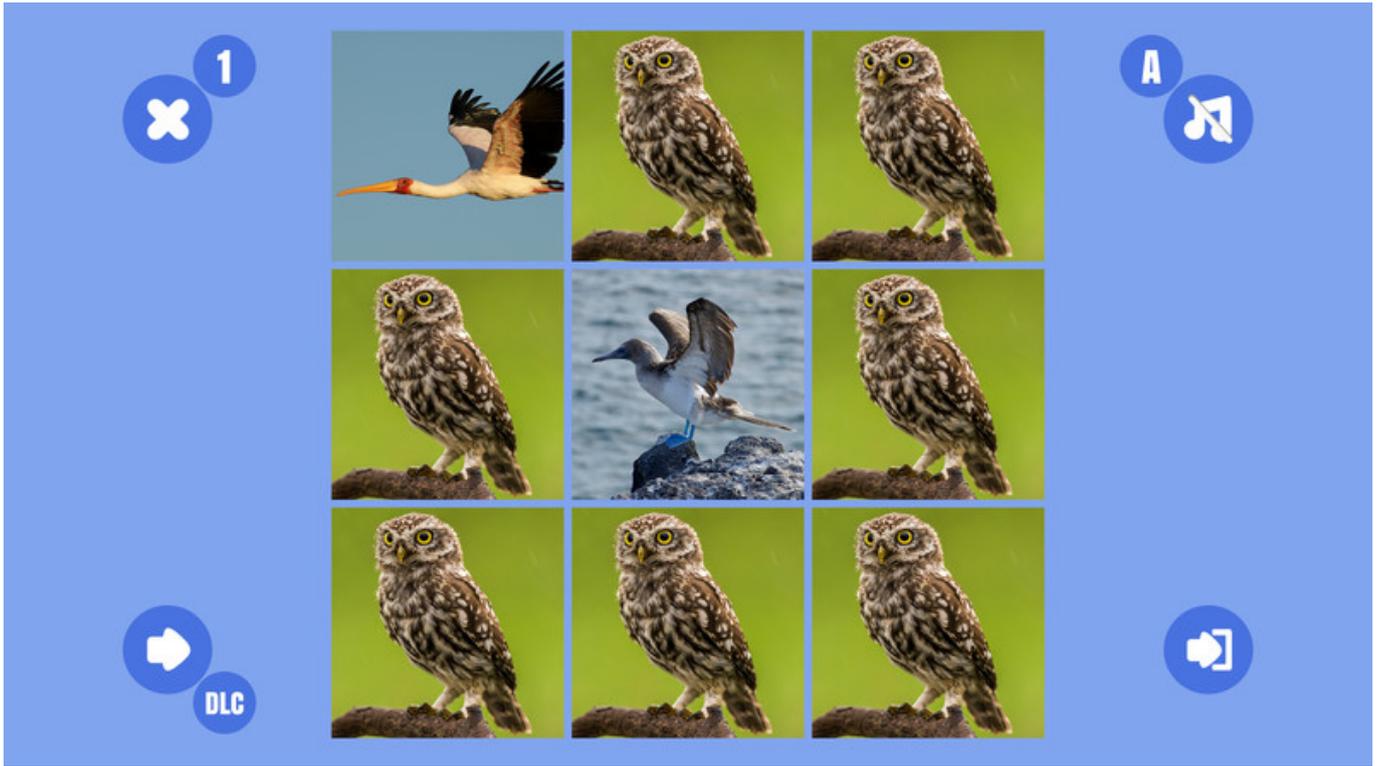
**Storage:** 11 GB available space

**Sound Card:** Any Windows compatible card

**Additional Notes:** Supports Tobii Eye Tracking. Vive and Oculus VR supported but still partially in development. Playing the game in VR requires a powerful computer.

English,Danish,Swedish,French,German,Russian,Italian,Polish,Czech





WORDS: 2

CUSTOMARY

JUNIOR

DESPERATELY

DEATH ZONE

DEATH ZONE

DEATH ZONE

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Better than battlefield v. \u201cMy previous adventure proved that the job of museum curator is not for the faint of heart.\u201d

As a museum professional, this sort of self-affirming quote from the title\u2019s museum curator main character is one of my personal little pleasures found in this sequel to the first *Nightmares from the Deep* game. *Once again, the similarities between the Pirates of the Caribbean franchise and this game series abound. The beginning also made me think a little bit of Indiana Jones.*

*Artifex Mundi* certainly likes the *Damsel in Distress* trope as a motivator \u2013 third game I played from them, and third damsel in distress to rescue in the main adventure. *One thing I like about Artifex Mundi\u2019s games is that most of the puzzles have a trick or clue that you can use to solve the puzzle rather than relying on trial and error. Even when trial and error is required, there\u2019s usually a way to track your progress towards the solution so that you don\u2019t get frustrated.*

*The end of the bonus adventure sets up for the third game, which is available on Steam now.*

*One more museum professional pride quote from the game: \u201cYou\u2019re quite resourceful! Must be the curator in you.\u201d. Great game! I am already enjoying the simple design. Would like to see a workshop or a level editor in the future though. Has been looking forward for this after all the hypes, and as a big fan of both Touhou and fighting games, I am proud of being able to support the devs by getting this game legally.*

*What I love about Touhou series were;*

- BGM
- The story
- The gameplay
- The characters
- Artworks
- Just, everything.

*And the reasons? They're simply amazing that I could hardly describe them.*

*However, there are few things of the release is currently lack of, which are the things we'd like to see as well. It would be great if the devs will actually add these in future, the lists are;*

- Improve/change the method of matching the players online, like a lobby of room search with ping states
- Ranking, leaderboards
- Trading cards
- Emoticons
- Backgrounds
- Steam achievements

*Without the features above, the game itself is still fun, which is the most important thing of all. I'd strongly recommend this game.*

*Nonetheless, thank you ZUN and Tasofro, for creating the games, and efforts done for us to enjoy.. Anarchy Online, it was a decent MMO at a time. One of the first big Sci-Fi MMOs out there. That being said, its extremely dated and low population now days. I would honestly only recommend the game to previous players for nostalgia. It does not have much for newcomers to enjoy compared to the more popular alternatives.*

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8V10. Phenomenal game.

For anyone who is a Civil War history buff or a line battle fan, this is the game you want.

Everything about the game is designed to give you a true reenactment experience of the Civil War. From realistic bullet drop and musket reload times, in game systems that rewards fighting in formation, time accurate uniforms, battle maps, with artillery being rolled out soon, this game has everything you wished past Civil War games had. It's great, but that doesn't mean it's perfect.

Pros:

- Amazing graphics. Especially if you can play on high graphics, the smoke dispersal, god rays, and so on are just amazing,
- Fun and realistic gameplay: Everything is made to be as realistic as possible.
- Rewards playing as a team, punishes trying to rambo you're way through the battle.
- In game chat system that takes distance into account.
- Well designed battle maps.
- Players very welcoming to newbies and very helpful as well.
- Some great communities of guys to join. Game integrates "companies" really well,.

Cons

- Game is not nearly as fun to play alone, you'll want to find and keep friends to play with.
- Enlisted men are treated well by fellow players, officers who make even the slightest mistake are torn apart by other players who think they can do better (even though they opted to not pick the officer role).
- Still buggy at times, especially in melee combat.
- Can get burned out quickly, especially if your side in on a losing streak.
- No kill confirmation and no way to tell how many kills you get except for visual confirmation (which is hard through the smoke you produce).

Tips for new players

- Listen and try to follow orders as close as you can. Stay with your team. They really do help your side win. The game will punish your side if you try to play the game like other FPS games.
- Do not pick officer until you are comfortable with the maps and understand the way the game plays. It's much harder to do well than you think and players will tear you apart hardcore for even the slightest mistake (it's actually kind of stupid and ridiculous how bad it is).
- Find a group of guys you like, especially if they are in a company, and join as quick as you can. It really is a much better experience playing with a consistent group that you know.
- Get a mic, especially if you ever want to be an officer. People will not listen to you if you do not have one.

Overall, a fun game if you want to experience the best Civil War action possible in the modern market. Highly recommend giving it a try.. If you are a fan of The Legend of Zelda: Link to The Past, Secret of Mana, or Adventure-RPGs of yesteryear, this is one of the titles you have to have in your library.

RnR is a real treat and a load of fun. With not much more needing to be said. If you like this style of game, you will love this. Link to The Past is often considered to be the premier example of this style of game, well, Rack N Ruin is the evil little cousin!. I really enjoyed the story! Its really beautiful!. This is a great piece of software that is very reliable and doesn't impact gaming too heavily, especially if you use a graphics card that does the processing.. 1V10

Firstly, this is not even remotely supporting VR. It doesn't even support VorpX!!! I can only assume that the developers have listed it as supporting VR so that they can get more sales.

Secondly, I have an ultra-modern rig, but this game only supports one resolution: 1024 x 768!!!! Yes, you read that correctly, and no, this really is 2019. As a consequence of this the mouse is unforgiveably sensitive, even at lowest settings. In 2d pancake, that means that VorpX doesn't function well at all with its simulation.

No thought was put into this at all. Therefore, don't buy it.. That's a very welcome surprise! Keep them coming!. Good game but some things are not finished : i could not buy the last upgrade. but for 0.89 I dont regret it at all.

Replayability is poor though, 3hours and you're bored, but that's ok for the price.. Inertia is a very fast paced parcourse game with

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some great physics. It has a unique graphic style and breathtaking polishing. However, the community levels can quite often be broken and should require more playthroughs of the level by the curator before being published.

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