Solar Explorer: New Dawn Crack Serial Key



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About This Game

Solar Explorer: New Dawn is a modern take on a classic physics based Lunar Lander arcade video game. Master the challenges that the worlds of the Inner Solar System pose and help humanity become a space-faring species! Easy to learn, fun to play, hard to master. Procedurally generated missions offer a gameplay experience where each time you play a mission, challenge level is the same, but the actual experience is different, always keeping you on your toes and honing your lander piloting skills.

Key Features

- 6 different worlds with unique environments and challenges
- 40 missions
- Real environmental physics conditions, including gravity, wind, heat and radiation
- Real physics control of your lander craft, configuration matters!
- Gorgeous, immersive visuals
- Interactive soundtrack
- · Difficulty modes for novices and pros alike

Title: Solar Explorer: New Dawn Genre: Action, Indie, Simulation

Developer: Dwarf Cavern Publisher: Dwarf Cavern

Release Date: 17 Sep, 2018

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Minimum:

OS: Win 7 or better

Processor: Intel i3 or better

Memory: 4 GB RAM

Graphics: AMD Radeon 520 or better

Storage: 2 GB available space

Additional Notes: Minimum system requirements can run the game on medium graphics quality settings, 1080p.

English







I want to like this game. The controls are simple, it looks great, the music is really good, and you're in space.

But I can't. Even on 'Easy', I'm getting wrecked by the time I get to Deimos. The camera angle just doesn't work for me. Stuff that looks like it should miss me still ends up hitting me during the initial descent.

During the second part of the descent, I don't see far enough "down" to avoid asteroids that your passing.

Worse are the asteroids that fly in behind you. Little itty, bitty red arrows tell you where they are coming from, except you're focused on the descent path and where you have to move to next so there's no easy way to track both.

It's not a "fun" game for me. It's a "\u2665

Steam really needs another option for the recommendation. If you don't get aggravated easily or you like games like Super Meatboy, this might good. I was hoping the easier modes would reduce the frequency of the stones of space death. It seems like the difference between the medium and easy settings is that the craft is easier to control.. Awesome game, very challenging and nicely done: D Recommended!. Fun game with a very nice soundtrack.

It's more on the arcade-y side, but still provides a good physics simulation when controlling and landing the craft. Other than a few typos needing buffing out, there were no noticable bugs.. If you wanna be taken back into good old days of proper fun arcade gaming, this is the right game for that. With each landing it gets more and more difficult and exciting, until it gets insane - on "Simulation" or "Deadly" especially.

The music is great and so engaging that I would love to get the soundtrack.

Graphics are so polished that one of the things that made me wanna go farther is the view that you get of the gorgeous planets. It's really surreal how realistic they look. Venus was insane. And also, those explosions are awesome! :D

It may seem simple, but overall progression is so immersive, challenging and fun that I wholeheartedly recommend this game -you'll be in for a real treat!

And to think that it was done by one person!. For those of you who had the Atari 2600 and played Lunar Lander... This is a somewhat similar, very modern version with all the bells and whistles you could ask for! Excellent sound track, great graphics, and simple controls! Watch those rocks on the way down!. Man, the music is good, and the game is hard to quit. Good graphics and the lighting is gorgeous. I don't know why I fixated on that so much, but I really liked the lighting. It was spot on for a game like this.

What can I say. It's a good game. It is actually pretty darn entertaining and it's perfect when you need a small break in between stuff you have to do.

On a side note.. I'm a moron. Saving my fuel is apparently not one of my strongest sides in life. I accidentally killed a bunch of people because I felt it was a good idea to go hyperspeed at the start, essentially consuming all of my fuel.

Those poor people. They all went up into such a lovely well-made explosion.

I dunno. There are times you get sad when people die, and there are times when you just lay back, watch the explosion and enjoy the moment.

10\/10.

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