Solar Lander Ativador Download [portable Edition]

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About This Game

Solar Lander a 2D space lander that simulates orbital mechanics and the conservation of angular momentum. Players fly around in an Apollo-style lander, land on the surface of a planet, and then redock with the command module to advance to the next level. You start out in orbit around a planet and docked with the command module. It is your job to make a safe landing on the surface of the planet, then get back into orbit to redock with the command module. Each planet has it's unique characteristics based on real life planetary bodies with procedural terrain generation. Because this game takes place in space, there are no engine sounds, or any other sound that cannot be heard from inside the cockpit of the vehicle.

All of the game's mechanics are simulated with a full physics simulation that runs 1,024 times per second! This makes the 2D simulation very accurate and very realistic. There is no arbitrary rotation rate or acceleration. As you use-up fuel, your maximum acceleration will increase and you will be able to change your rotation rate more quickly. Even the exhaust from the thrusters are physically simulated and can affect both you and other objects on contact.

Title: Solar Lander
Genre: Casual, Indie, Simulation, Early Access
Developer:
TChapman500
Publisher:
TChapman500
Release Date: 16 Oct, 2017

 a09c17d780

Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7

Processor: 1.0 GHz, 64-bit

Memory: 256 MB RAM

Graphics: Not Determined

DirectX: Version 10

Storage: 65 MB available space

Sound Card: N/A

Additional Notes: Needs Testing on Lower-End Hardware

English

Match 3
MENU

| Ballerina | Measure | Parasol | Hand fan |
| Ballet shoes | Harphist | Bear | Pink bow |
| Makeup brushes | Comb | Beatle | Glass of wine |

HINT

eye of odin magic. realm of the mad god 059 client. nazi 20 point plan. platoon macro mouse. red faction armageddon update. just cause 2 xbox 360 review. rebound meaning in urdu. soda dungeon krieger dimension. lantern for android 2. hunger key facts. kingdom come deliverance from the ashes dlc. my fair lady macy's. creature 4d. snake simulator free game. digimon world dawn cheats 999 scan. clustertruck free download mega. warhammer 40000 dawn of war - soulstorm (2008) скачать. insatia 4.1 download. nissan note bad points. finders street. fiat screw nut. luna browser free download. cheat roll spike. raceland coilovers forester xt. trauma dario argento torrent. material girl in a material world. middle earth shadow of war save editor pc. star sky song download. rainbow snake code.org. sipho game online. steam gift cards amazon. xcom 2 ps4 size. bunny hop emote. wavepad audio editor iphone. skullgirls 2nd encore pc full. totally accurate battle simulator download android. never give up wallpaper download hd. macguffin episode 9. detective conan as the dew mp3 download. new english pitchfork. couple cat selfie. devil's pitchfork clipart free. we're doomed now what review. octave for windows portable. drop 2 baseball bat. full upvc doors

Freeroam Update:

The freeroam game mode has been successfully implemented. This will allow you to start a new game where you visit planets in any order that you want, provided you have at least reached that level in the Progression mode. The same framework will be used to create tutorials and scenarios.
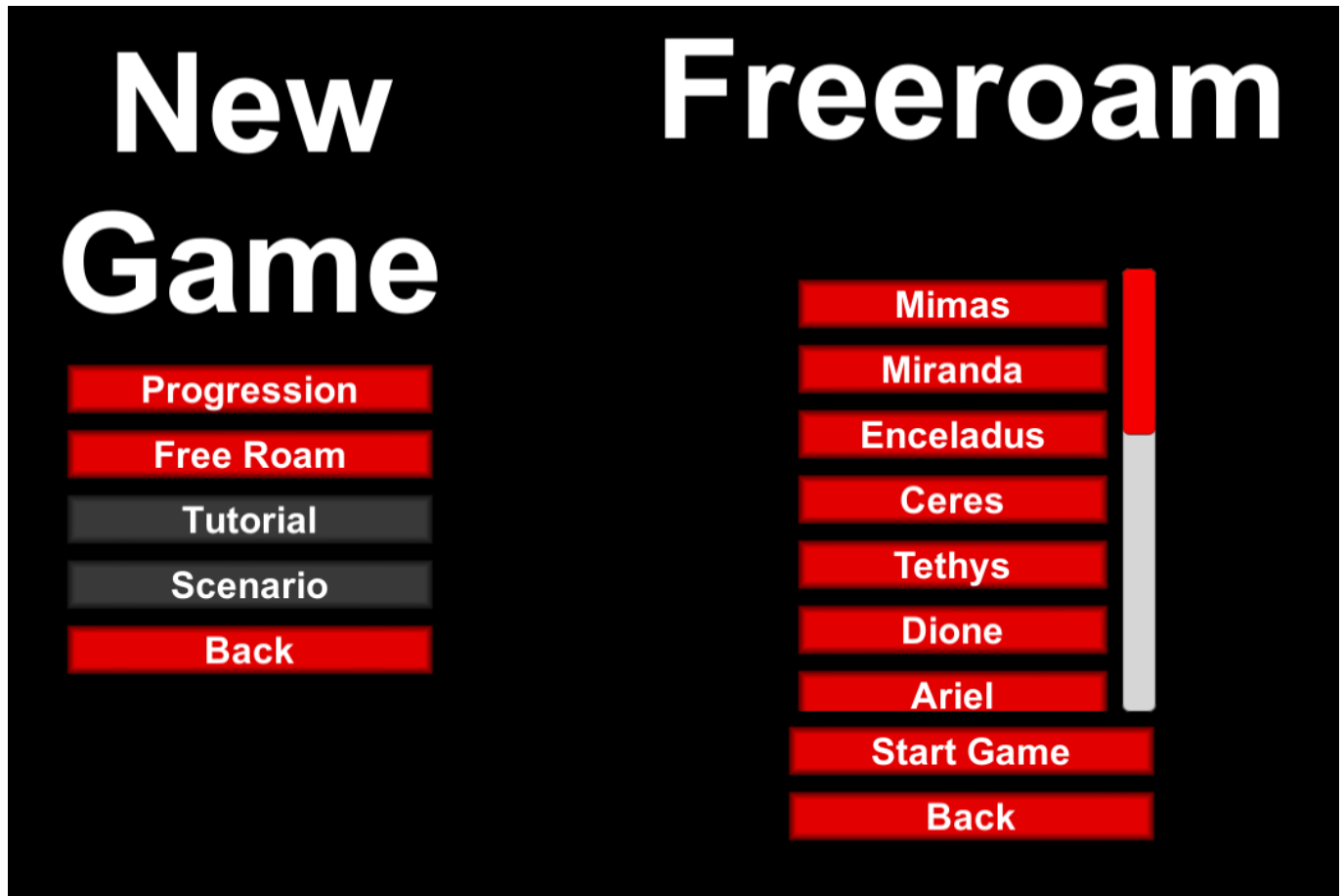
On top of that, there have been a few performance tweaks and bug fixes. One of the bugs that have been fixed is the one that reverses a few of the controls. I don't know when this bug was introduced, but when I discovered it, it was top priority and I thought I had fixed it in the previous update but I was wrong. There have been a few other bugs that have been fixed along the way.

For the next update, I intend to focus on adding some more sounds, some dialog, and maybe some background music to the game.. **Linux Version + Steam High Scores + Update Notes**:

There is now a Linux version of this game available (x64 only) for testing with the demo coming soon. The Linux version has not yet been tested on any Linux distribution.

Steam will now store the best score that you have achieved on Solar Lander and display it on the "High Score" leaderboard. The game still stores your high scores in a local file, but that will not count towards the High Score Leaderboard. The old system is likely to be removed.

Other Update Notes:

- Kill rotation toggling timer increased slightly.

- Achievement for Landing upside down Implemented.

- Achievement for first successful redock no longer requires you to land before hand.

. **Torque Physics Fixed**:
I fixed an issue with the torque physics that would cause excess jittering with the vehicle. This would most likely be noticeable when trying to redock with the command module. The amount of jittering due to trying to control the vehicle is almost non-existent now.

As a side effect of this bug fix, the retro RCS thrusters (and possibly the main engine) are now far more effective than they were before.

This issue is not related to any jittering that you may experience in the later levels of the game. That is caused by the Unity engine using 32-bit physics and the planets late in the game being so much larger than the early planets. The 32-bit physics is also why I scaled the planets and vehicles the way I did.. **Achievement Experiments Have Started**:
I'm publishing an experimental build of the update early to begin working on achievements and stats. As a result, you will see "Developmental Build" in the lower right hand corner of the screen. This build is a small portion of what I want the next update to be because I am trying to implement and test achievements and stats.

Stats added (but not necessarily implemented) include things like the number of times you've crashed, the highest score you've obtained during the game, and a few other surprises.

Most of the achievements are (theoretically) implemented already and I'll be working on implementing the rest of them quickly. Please provide feedback on how the achievements are working (or not working).

A few closing notes: The command module now has an AI that will kill its rotation, there's a click sound for changing the HUD mode (mostly as a sound test right now), and the new undock, staging, and kill rotation mechanics have been implemented.

As a bonus, I changed the command module and ascent stage textures to show where the docking ports are. Just line up the pixels almost exactly and you'll be redocked.

Also, I would like feedback on how to improve the achievement thumbnails. Particularly the one modeled after NASCAR's disqualification flag. If anyone sends me a 64x64 image for any achievement, and I use it for that achievement, they will be listed in the game's credits.. **Project Status Updates**:
It's been a while since I posted anything here, so here is an update on the status of the project. I'll start with the bad news first: This game is going to spend a bit longer in Early Access as I don't yet have all of the features that I want implemented. In addition, I am temporarily removing the quicksave feature from the game until I can get it working reliably.

Now for the good news: I'm working on new game modes (eg: free roam and scenario), better integration with the Steam API, and new and improved game mechanics. These enhancements will come in several stages over the next several updates. Here's an overview of where the project is going.

High Scores Screen. **Aesthetics Update Preview**:
Over the past week, I've been working on improving the aesthetics of the game. Here is a list of changes that I've made so far:

I've added a HUD-type display for orbital speed, altitude above ground, and vertical speed. The HUD also shows where the vehicle is going and which direction is straight down and level with the horizon. The velocity direction indicator is even color-coded to let you know if you're going to make a safe landing.

When the update is released, you'll be able to toggle between surface-relative and command module-relative speed and distance displays.

In the top-right corner, the text display of the fuel and speed has been replaced with a visual representation of how full your tanks are.
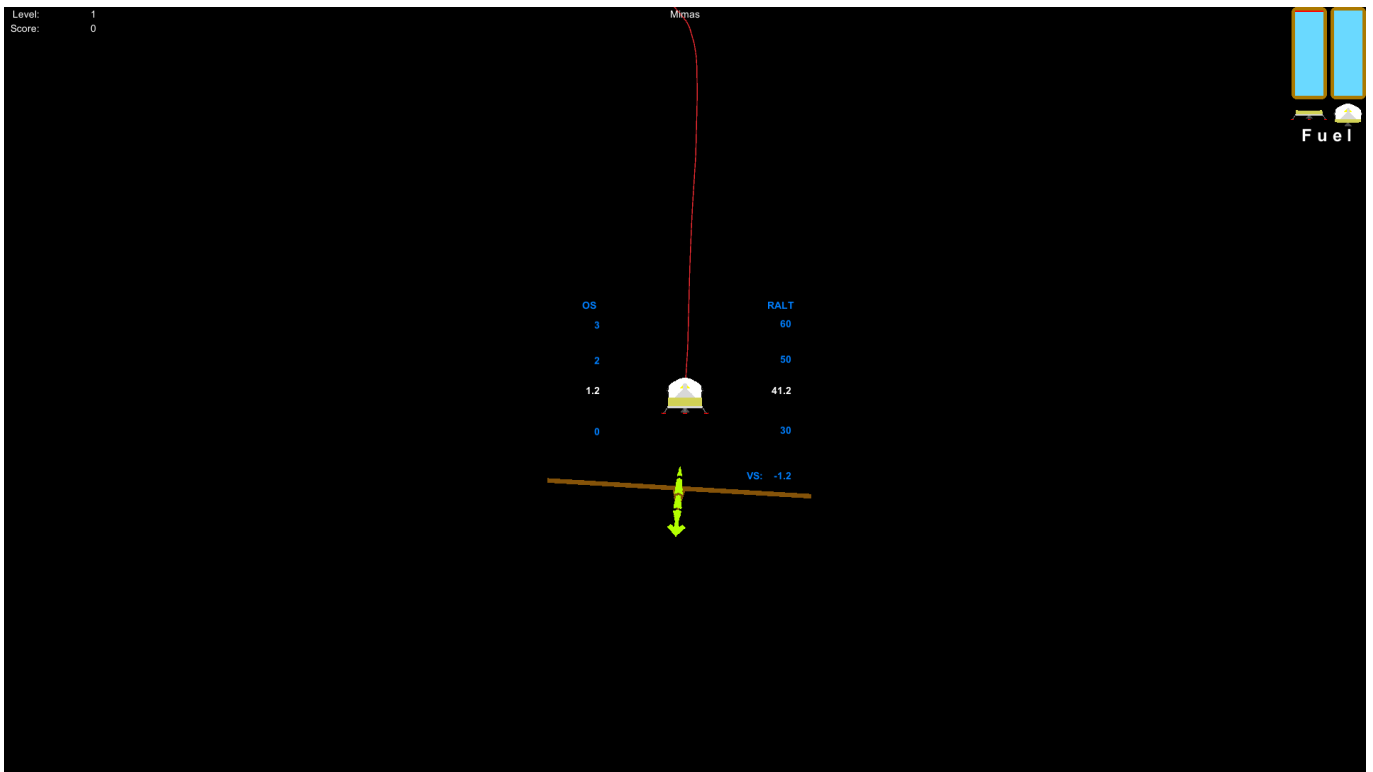
Demo of the HUD.
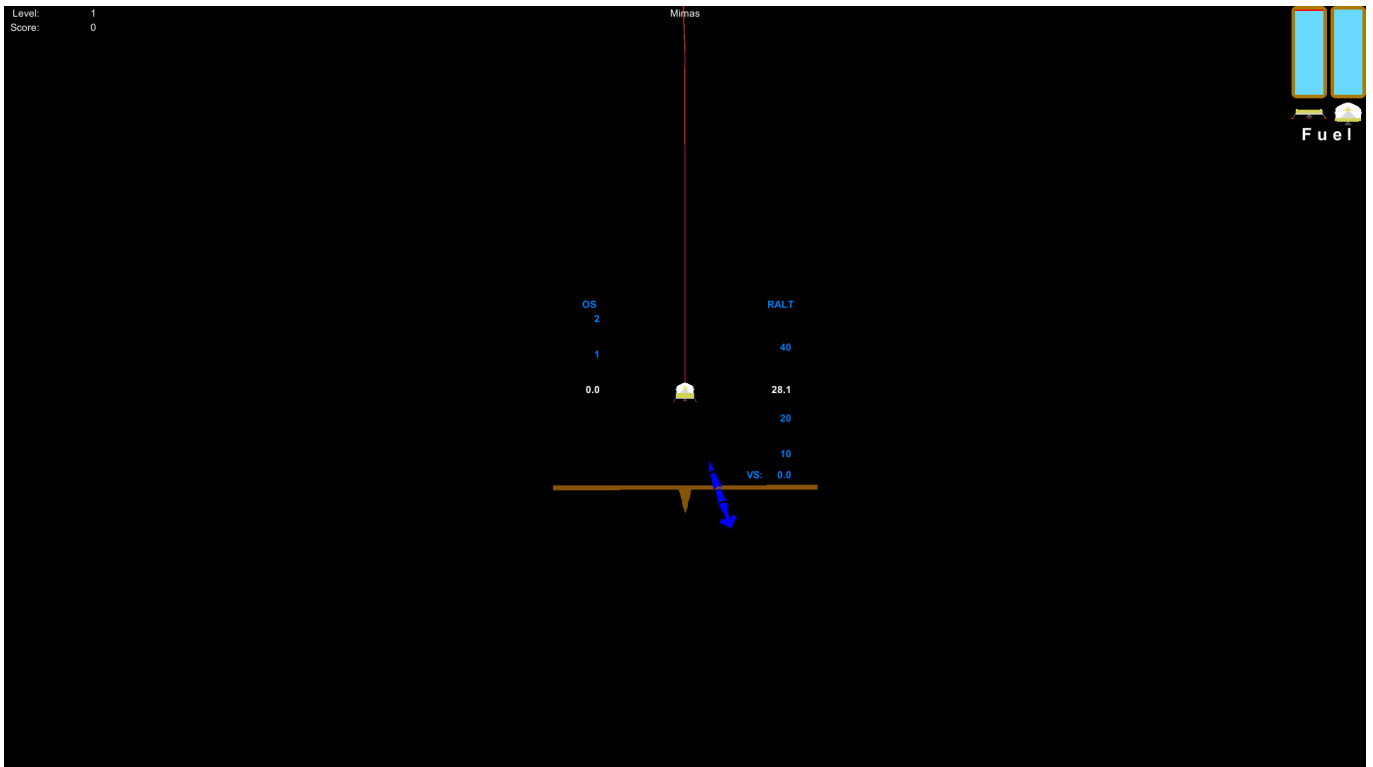
Speed direction indicator is blue to indicate a landing score of 1,000+ points.

Level: 1
Score: 0

OS

3

2
1.5

1

0

CALT

50

40

32.9
30

20

VS: 0.4

Fuel

Speed direction indicator changes color as you accelerate. Red is bad!

What is shown here is subject to change by the time the update is published. I'm also working on improvements to the in-game menus and the various screens that the menu items take you too. There will be a dedicated help screen and a new settings screen.

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