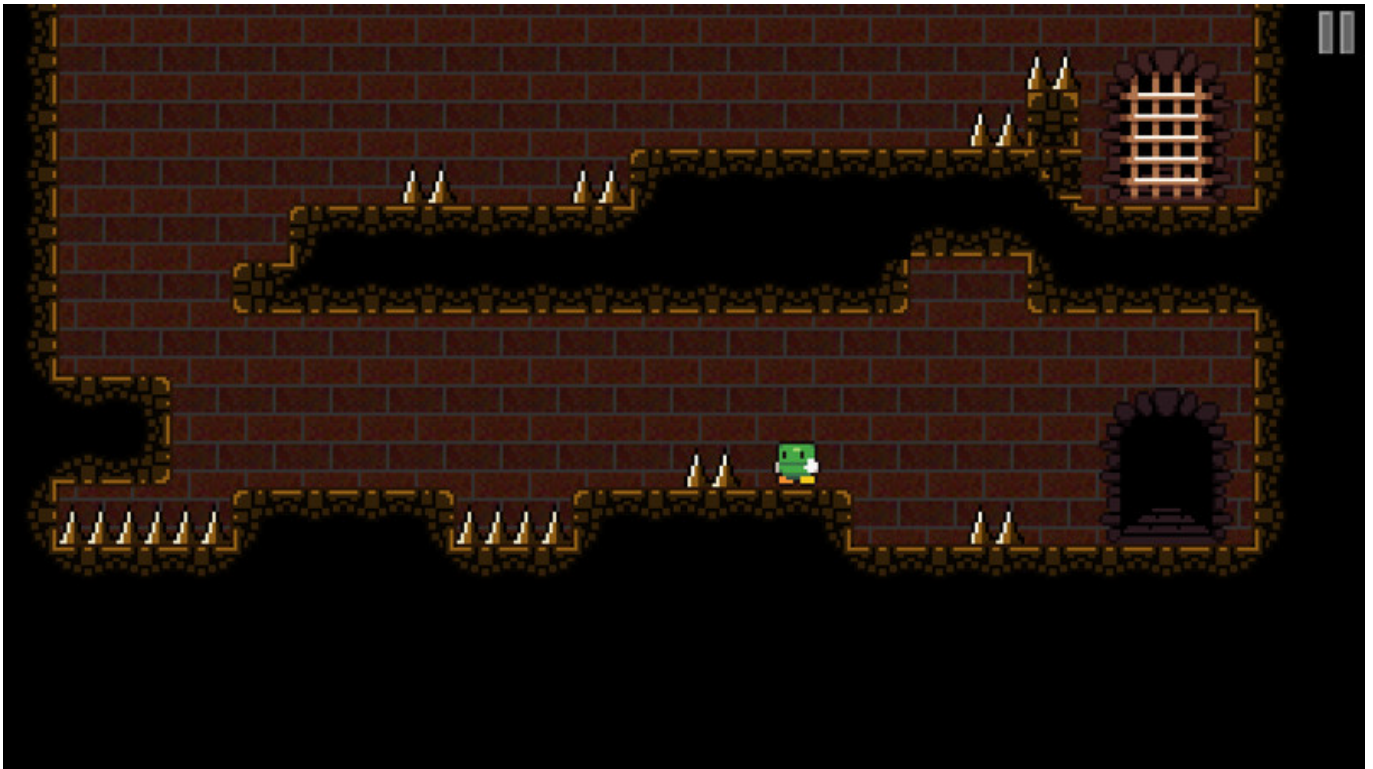


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## Solstice Xforce



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### About This Game

**Solstice is a dystopian mystery thriller about small personal disasters that turn into great catastrophes.**

A magnificent city in the middle of a frozen wasteland, cut off from the world by raging blizzards. Inhabited only by a small group of misfits, who either can't or don't want to leave for the dead winter season.

When the local madman goes missing, an ambitious doctor on a contract and a mysterious young woman, who arrived with the last dog sled caravan, start questioning the true nature of the city's splendor...

### Links

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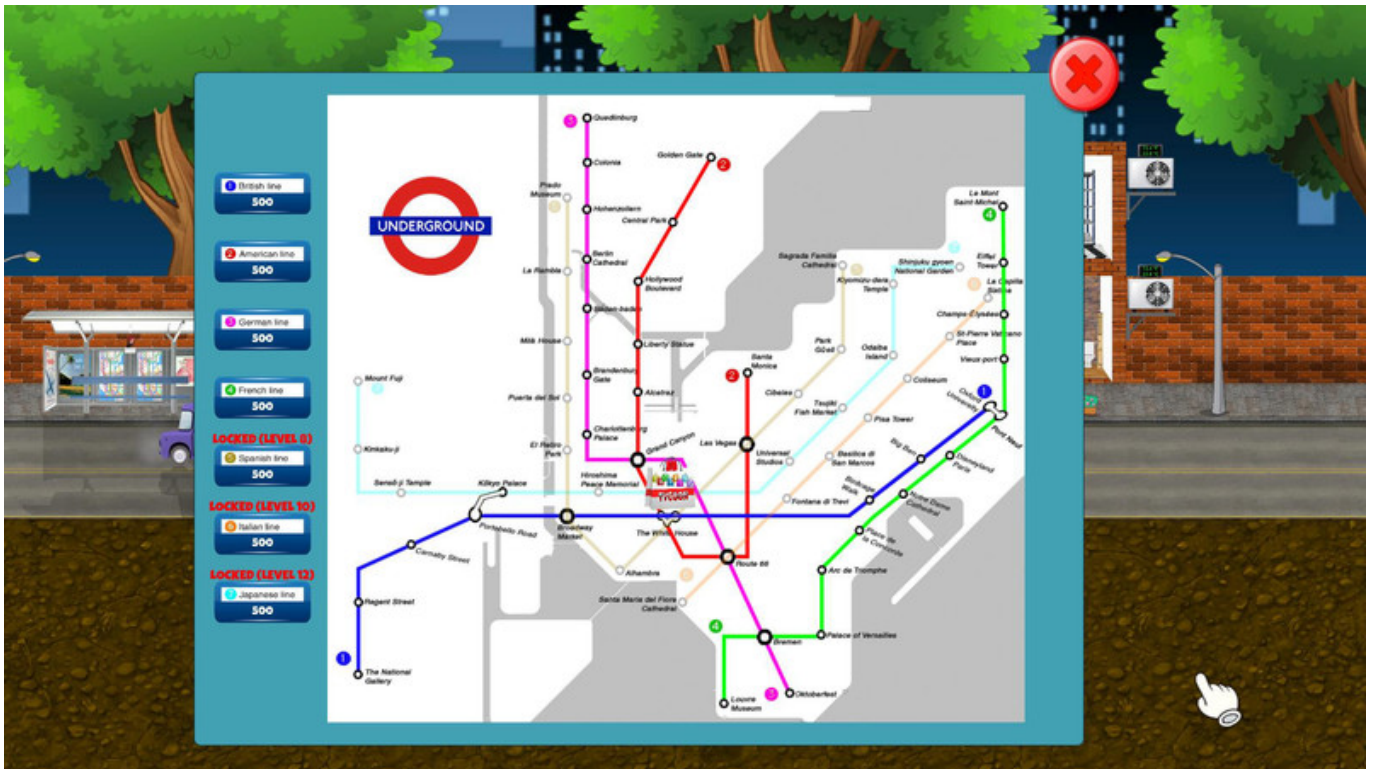
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Title: Solstice  
Genre: Adventure, Indie, RPG  
Developer:  
MoaCube  
Publisher:  
MoaCube  
Release Date: 23 Mar, 2016

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English







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trash can be funny  
when its functional

I WANT MY MONEY BACK. I like this game

ARF GUN/10. BellyBots really stand out from every other VR shooter. Silly aesthetics, catchy song and very polished gameplay all make it one of the most enjoyable games I've played. It takes everything that made SPT great and improves upon it in almost every way.

Pros:

- You have a tophat.
- Every gameplay aspect feels polished and thought through.
- Great use of spatial audio. You always know precisely where enemies are and when they shoot.
- Awesome level design with nice difficulty curve.
- Catchy music and amazing sound design. Shooting feels so satisfying!

Cons:

- No way to pause.
- Graphics have a little bit of aliasing.

Despite having some minor issues, BellyBots is hands down the best VR arcade shooter.. I applaud the idea, concept, product etc. In theory, this is a very fun game and I'd love to try it out!

As many other reviewers have pointed out, the game is unplayable without any players. Every time I logged in to try the game out, there is never more than 5 players online. And as each one seems to speak a different language and not a single one of them being known to anyone else, it's impossible to play this game.

I'd estimate the chances of getting your moneys worth for this game, regardless if you paid €5,00 or €0,01 for it, somewhere between zero and non-existent.

Great background tune though.. Wonderful graphics. However, if you are to tempt to make these blend with others. Make sure graphics such as the base RTP is dark or else it won't work Blends nicely with the "Frontier Works Horror Interior Tiles" DLC. I highly suggest you bundle it with that.. Sucked me in on the first day. 750/750 radiance. What a great game that no one plays. I love the gameplay of AoBooty, but there just aren't enough multiplayer gamers out there to join in. Unfortunately if you don't have a friend to connect with on a LAN there aren't great matchmaking game setups in this one. Buy on sale for \$1.00 if you can for the solo play, but don't expect to find a multiplayer game with this one.

Great game, no community.. Looking at the Steam charts, reviews section, forums and after playing Slam Bolt Scrapers for some time, I'm sure about one thing - it's one of most underrated indie games I ever played. The whole idea and gameplay in this game is very fun! It's hard at begin to play with mouse + keyboard and it's easy to be lost, but after few games you get used to it. It's not really dull or boring, if you give up after few missions or after playing a match with bots then maybe yeah, but this is not how you enjoy Slam Bolt Scrapers. The only thing that's missing is online multiplayer option. Not everyone have someone irl

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to play games together and game like this could bring a few more players :) If you like all kind of tetris-like games mixed with other genres and interesting mechanics, you will enjoy this one.. This game is pretty good. Frustrating? Yes. Difficult. YES. In space? YES!

The only thing I don't understand is the optimization of the particle effects. My CPU and GPU (i5 and the highest radeon series) are equipped to handle that stuff, yet I get severe lag when too many particles are on the screen, with a density of 20 parts/cm<sup>2</sup> or greater. I know, one can turn the particles down, or even off, but I don't need to. My computer can handle what the game is doing, but for some reason the game is way, way too taxing in terms of particle effects.

One UI thing that bothered me was the fact that you can go to the resource trade menu from the equipment store menu, but not the other way around. It's nit-picky, but that's what critiques are about.

The graphics are amazing, so I have no issues there.

The music is one of my favorite parts of this game. I would list the artists here, but there is a metric ton of people behind the music design, relative to how small the game is. There are also sound bars that are present in the main menu and the starting screen. Each level begins with a (usually) different-than-the-last-one-heard soundtrack, with the title of said soundtrack appearing on the screen. Obviously this game had a big focus on sound quality.

The gameplay is pretty much what this genre is all about; you fly a colorful collection of pixels around a black and white background, shooting squares at other collections of squares as they shoot squares back at you. The game features newtonian mechanics. For example, there is a pushback effect from shooting, which is actually pretty unique in 2D space shooters. The ship, however, just kind of stops. This is counter-intuitive, unless the ship has some kind of RCS that the player can't see, which is what I'm guessing.

The innovation here is that it's a 2D space shooter with resource trading and upgrading. It's not a roguelike, like FTL. It isn't as huge and encouraging of exploration as in EVE online. It also isn't just some boring Galaga clone. It's some hybrid of those games.

If you want to play a casual space shooter and feel an actual feeling of accomplishment after beating a level without ejecting out of your ship, play this.. Every industry has its innovators, pioneers and titans. This movie does a fairly thorough job of introducing us to some of the early big players and what happened along the timeline from the infancy to the boom to the bust of the video game industry.

I found it very infomative and entertaining, and well worth my time and money.

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Interesting location, graphics are great, some really great puzzles. They are challenging and fun. Points off for ending, seems like they forgot to write one. Otherwise the story was interesting but sure would like to know how it resolved.. O jogo é perfeito no seu estilo, muito tiro, muita ação, muita variedade de movimentos, o X que é a arma especial do jogo isso é tudo de bom no jogo, mas eu acho que poderia ser controlado com o mouse, ou pelo menos deixar você escolher as teclas para movimentar o herói do jogo, mas nisso fica devendo, quem sabe os desenvolvedores possam implementar isso e aí para mim fica perfeito sem contras.. The Concept of a VR tank game sound cool, but this game is not. The camera has a mind of its own, you can't play the game after 5 mins because the camera has moved outside of the tank and makes it near impossible to aim. there is no real gameplay, all you do is hit paper targets, there is no tank on tank combat at all. The developer also not released a single update since release and has pretty much disappeared. Save you money for when [Tanks VR releases if you want a tank game that has any promise.. CRAP Oh my god this is hilarious crap xD. A game that feels like it came straight from the Speccy, including loading times.](#)

[It is, infact, a re-creation, or continuation, of R-Type for ZX Spectrum, an acclaimed port of the Arcade classic.](#)

[If you like trully retro-looking SHMUPS with "balls hard" difficulty \(it's actually not all that hard\), this is for you..](#)  
[https://www.youtube.com/watch?v=Ddfjg\\_6d17s](https://www.youtube.com/watch?v=Ddfjg_6d17s)

[If it was a demo I would be less strict but from what it seems 6 battles is not really a full game, especially the type of game it is trying to be. Not worth your time.. For the love of God, even if someone offers you \\$10 to buy and play this game, don't do it.. I thought it might be an "ok" cheesy game worth the \\$3 I payed, but its not even worth the wasted disk space after giving it a shot for about an hour.. I'm stuck and the battery is dead.. This game is really funny ... I really like it.](#)

**Fixed ghosts achievements:**

Fixed ghosts achievements. Now empty cubes are determined specifically.. Sudoku3D 2: The Cube **Autosave size and difficulty:**

Size and difficulty automatically saved when applied. The next time the game is launched, they will automatically be applied.



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