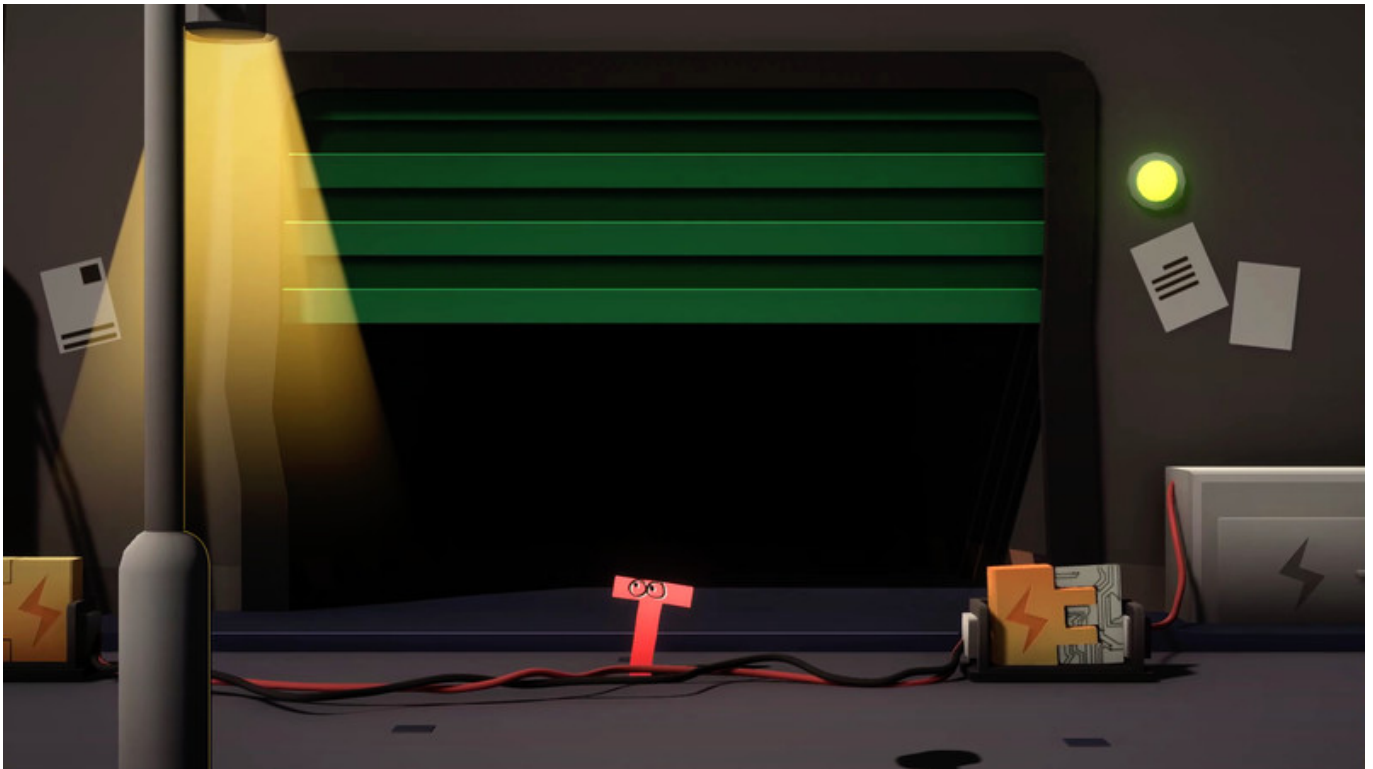

Light Of Altair Download Rar File



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About This Game

Light of Altair is a sci-fi colony building game with a deep plot. Grow colonies from landing pod to metropolis, while sending off new spaceships to expand your territory to other worlds. You are not alone in space, 8 factions from different parts of the world are all following their own agendas in the solar system; diplomacy and orbital-combat are essential to learn.

Light of Altair is based on a custom built 3D engine that enables easy zooming from galaxies all the way down to individual moons and asteroids covered in the colonies with their glass domes, mines and launch pads. Advanced shader technology is used to add rich details and lighting to surfaces.

- Build colonies on planets and asteroids throughout a system.
- Manage industries and colonists to grow from a tiny landing unit into a towering city.
- Detailed storyline based on a future-history of Earth.
- Rich single player campaign traced across the galaxy.
- Play out important plot events from different sides taking on the role of one of 8 different factions.
- Detailed tech-tree with over 30 weapons, buildings, and ship-mods to discover.
- Design ships: Pick a ship schematic and equip weapons, armour and mods to hardpoints. Then command shipyards to

build a fleet from the design.

Title: Light of Altair
Genre: Indie, Simulation, Strategy
Developer:
SaintXi
Publisher:
SaintXi
Release Date: 4 Jun, 2009

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English







No rest for the wicked.

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I wasn't exactly sure what to expect when I purchased this game, but it has exceeded my expectations and for the price, it is something that I think more people should try. Your goal is to get your 'blarps' to hit the numbered sphere to add an extra 'blarp' to your ever expanding cube. It sounds simple, but it does require planning and some thought of how you will use and manipulate physics to reach a numbered sphere randomly placed within the cube. The more blarps you have, the harder it gets and it can get really intense. If a blarp touches your wand (it's what is used to attract them and move them around) then it is game over.

Overall I think it is worth the price and is a unique game in itself for VR. It is definitely a game that is easy to pick up and understand and has the ability to keep you entertained for a good while each play session.. this game is good, for a cheap game indeed. the plot are cliché tho yet it still interesting with the good quality background and artwork, i'll give score 8.5/10 for this game. goodjob!. Pretty short but nice clicker game.. Going through the tutorial, get to planets section after the pirate battle (like so many other space games)

And the tutorial is not scripted in text to what the screens that pop up do.

PLANETS, that one feature in DOZENS of space empire games, have ruined the games.

Sins of a Solar Empire is seemingly the only game immune to crappy tutorials.

I am not going to waste 4 hours at 11pm at night trying to debug a tutorial. No wonder this has a meta of 28,

Uninstall and move on, it's buggy to get started because it has a hard core install error the devs have acknowledged they don't give a♥♥♥♥♥♥about.

hard to learn because teh tutorial is so badly written and scripted it's like the one who wrote the NPC conversation didn't know what was happening on the screen. or Vice versa. tl:dr - Don't buy this game until they update it and fix the new problems. It's almost unplayable.

This game was great, but the latest update really messed a lot of things up. Constant disconnects, errors in the maps (like being on the course after a shot and being sent back to last position). Menu screen errors (shaking, vibrating?). Inability to load a dev map. Just being moved in circles around a map in an observation view and only words are "NONE" in the top middle of the screen. Also my controls are inverted (up down and left right... weird). Settings don't seem to save anymore. Huge blocks of the map seem to disappear when you want to put, so you can't see where you need to go or where you are in a map. Your ball is floating in midair.

Also, have they been updating the dev made maps? Like, some of them don't work at all or the difficulty is WAY higher than before.

Devs, please fix. I love your game, but wtf did you do?. I'd love to play this. The idea looks grand, however it is multiplayer only and there are 0 players online in the middle of the day (US) on a Sunday. Hopefully it gets more popular, but for right now, this isn't a game at all.. This game is very boring and repetitive. It's like advanced snake, so if you love snake enough to pay 10 dollars for it, go ahead. I got it in a bundle and it still isn't worth it for me.

It also has a poor interface.. What the actual f*ck?. You know what VR needs? Another wave defense game!

<https://youtu.be/trU3F19qetg>

[Overall, Viking Rage isn't a bad game. I liked the attitude and the presentation. It's a solid wave defense title. Therein lies the problem though. I've always been quick to defend a good wave shooter/wave defense title, however even I'm getting tired of](#)

seeing them.

I had expectations that didn't match what the game was. I try to intentionally go into these games blind without being colored by anyone else's opinion. I was expecting something a bit more adventure-ish. So needless to say I was a bit let down by the fact the game is a simple wave defense title.

That being said, it's a decent game if you're not as jaded as I am yet.

Currently there are 6 levels to work through. The visuals and audio are not bad but nothing to write home about.

There is a decent level of difficulty. Especially if you're as bad at sportsing as I am. My accuracy with the axes is \u2665\u2665\u2665\u2665\u2665\u2665 The balance of the weapons does seem to be well done though. Thrown axes are pretty much a one shot kill while the much easier to use bow and arrow that has a guide for the arrows path take several hits to kill.

As a wave defense game, it's pretty decent and as such it will get a thumbs up. I really want to seem more in depth games though. Something that's going to grab me and make me want to do a whole series of videos like Vertigo. . Really should have multiplayer also there are some glitches with the time trials, would only reccomend if free

Audience:] - - -

- Kids
- Everyone
- Casual players
- Pro players

- - - [Graphics/Animation:] - - -

- Potato
- Really bad
- Bad
- OK (Cute graphics)
- Good
- Beautiful
- Masterpiece

- - - [Price/quality:] - - -

- Free
- Full price
- Wait for sale
- Average
- Refund it if you can
- Don't do it

- - - [Requirments:] - - -

- 90' PC
- Minimum
- Medium
- Fast
- High end
- NASA computer

- - - [Difficulty:] - - -

- You just need 2 arms
- Ez
- Easy to learn / Hard to master
- Hard
- Dark Souls

- - - [Game time/length] - - -

- Really short (0 - 2 hours)
- Short (2 - 8 hours)
- Few hours (8 - 12 hours)
- Long (12+ hours)
- Endless

- - - [Story] - - -

- It doesn't have
- Still better than Twilight?

-
- Average
 - Good
 - Fantastic

--- [Bugs] ---

- Game itself is one big BUG
- Bugs destroying the game
- Lot of bugs
- Few Bugs
- You can use them for speedrun
- Nothing (I've seen)

--- [Others:] ---

Multiplayer: Yes

If u play it alone on a random lobby its a good game, play it with friends its the best game for having lots of fun:D. The game its fun to play but it have alot of bugs. Easily one of the most brilliant stories I've seen come from Choice of Games. The writing and general plot easily make you think of H.P Lovecraft. This story also has so many different ways that it can diverge. My only honest complaint is that the money you can earn really seemed to be nearly useless. Overall though, I would seriously have to give this a 10/10.. a waste of time and money. the storylines were uninteresting (if you could even call them storylines) there felt to be no point to the whole game and having to start over again every time made the whole thing seem more like a chore than anything else. definitely do not recommend.. Ok at best for a game that I didn't really want but still got in a humblebunld. If I'd spent actual money on this I'd be very dissappointed. Very Basic pinball table that may occasionally amuse me for 5-10 intervals. Biggest let down for me was a lack of both control instructions and an option to reconfigure.

After going through keyboard one key at a time found...

Flippers to be controlled by 'L Shift' & 'R Shift'

Plunger to be 'Enter'

Nudge to be 'L Alt' 'R Alt' & 'Space'

table view '1' through to '5'

Quit to be 'Esc' then 'Y' (or Alt F4)

and Pause to be 'P'. Even though i bought this in a sale I would say that 90% discount is more realistic for this route. It is too short, simplistic and poorly made with clunky unrealistic scenery. The stations, signal and other unique assets are low quality and make even the stock assets look reasonable. It looks as if it was thrown together in a month and released before it reached a reasonable length with at least Newquay, Burngullow and Bodmin Road included. I have seen far better freeware routes. On the plus side it's an area I know and has enough of a passing resemblance to be mildly distracting... for a few hours at most.. i love it for the cheap prise it is worth every penny. I liked the learning part and management of the game, but it gets harder and harder tocomplete the trials and finish building all the pryraminds. I think it was because of my skill though. Its a long game.. Nice loco realy like it but you cant hear te sound much and not much smoke come from the exourste eighter for some reason no number plates on the loco above the windscreen :S overhall i would recomend to buy it worth the 11.99\u00a3 :)

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