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Solar Wind Download For Pc [hack]



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## About This Game

### **ABOUT THE DEVELOPERS**

JimJams games are a small, indie development team with a love for the retro games of the '80's and '90's. We only develop games that embrace that era, aiming to provide true classicly styled gaming, with a massive retro feel, maybe with a slight hint of what these games would have been with a little more processing power.

We don't aim to develop AAA games, but simply to bring our passion for a time gone by to those who love truly classic themed and inspired games. If this is a genre and era that you love, then our games are for you.

### **SOLAR WIND**

Solar Wind is our take on the classic sidescrolling shoot 'em ups of the past. Fight your way through deep space, penetrate asteroid belts, swoop low across alien moons, and weave through narrow caverns, and alien complexes as you take the fight to an unknown enemy.

Solar Wind encompasses many elements of the classic side scrolling, shoot 'em ups. Blast asteroids, take on alien ships, upgrade

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your ship with numerous add-ons, and navigate the unknown in the retro-themed blaster. We've taken our love of such games as Scramble, R-Type, Gradius, Vanguard, and a load more and combined our favourite features of each.... And we haven't stopped yet!

- 20 challenging, themed, retro blasting stages.
- A new big boss at the end of every stage.
- Over 90 different aliens, enemy weapons and defences..
- Destroy radar stations and ground bases to interrupt the alien responses.
- Fight challenging and varied mid-stage boss ships.
- Upgrade your ship with over 80 weapons, equipment, armour and add-ons.
- Battle to the thundering, original, Astro rock soundtrack.

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Title: Solar Wind  
Genre: Action, Indie  
Developer:  
JimJams Games  
Publisher:  
JimJams Games  
Release Date: 12 Apr, 2018

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**Minimum:**

**OS:** Windows 7 SP2

**Processor:** Dual Core 2.80 Ghz or higher

**Memory:** 2 GB RAM

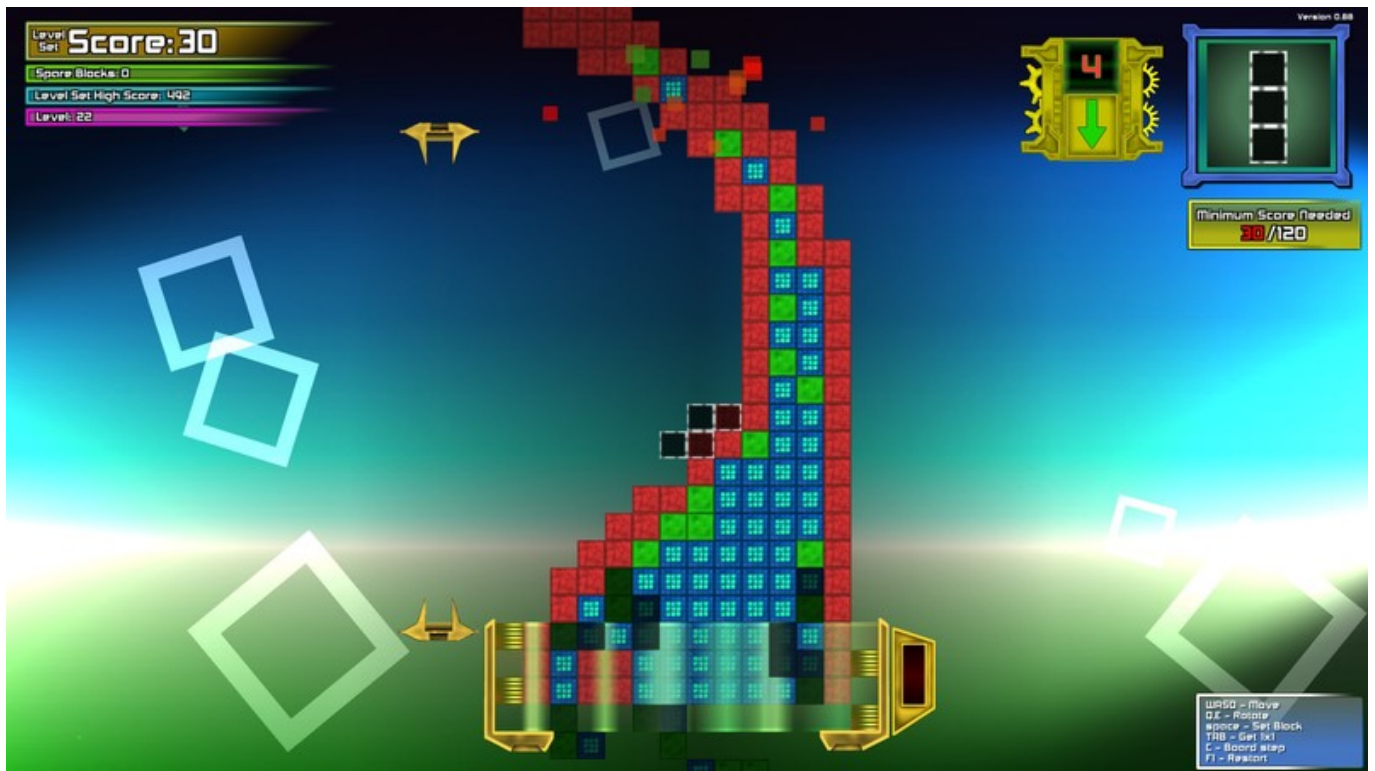
**Graphics:** Nivida 850M or better

**DirectX:** Version 9.0c

**Storage:** 600 MB available space

**Sound Card:** N/A

English





LIBRARY

GM Play Create PC

Backgrounds Characters Classes

Encounters Feats Images & Maps

REFERENCE

TRIBALITY: STEAMPUNK ADVENTURE

TRIBALITY - STEAMPUNK ADVENTURE

Gear Up!

BACKGROUNDS

Backgrounds

Fortune Teller

Variant Guild Artisan: Apothecary

EQUIPMENT

Equipment

Armor

Weapons Ammunition

Adventuring Gear

Tools

FEATS

Feats

APPENDIX

Appendix: Inspirational Reading

Open Game License

**Armor**



**Assassin Outfit.** This outfit has the same armor class as clothing, but it is so well suited to hiding in the shadows that it provides advantage on stealth checks. It also has many small compartments for objects such as poison vials and daggers.

**Adventuring Gear**



A collection of steampunk flavored gear to provide your players.

Item	Cost	Weight
Binoculars	10 gp	2 lb.
Compass	10 gp	1/4 lb.
Map	1 gp	1/2 lb.
Message Stick	1 sp to 5 gp	1/2 lb. to 2 lb.
Quill Pen	1 gp	-
Whistle	5 sp	-
Whistle (Bridge)	8 gp	-
Whistle (Leather)	4 gp	-
Whistle (Silk)	5 gp	-
Whistle (Watch)	5 gp	-

**Armor**

Name	Cost
Light Armor	
Combat robe	250 gp
Uniform	20 gp
Leather	10 gp
Assassin outfit	50 gp
Studded leather	45 gp
Masterwork	50 gp

NOTES

FILES

QUESTS

ITEMS

ARTICLES

Art\_3



Art\_5



Modifier: 0

ADV: +7 +5

DIS: -2 -5

1 2 3 4 5 6 7 8 9 10 11 12

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I enjoyed this game and was sad that it was so short. Only 3 hours for me. I liked the Arabian Nights theme with a mythical touch. I'm tired of horror, ghosts and asylum HOs!

Graphics were good, music was lovely (full orchestra) and dialogue amusing. Puzzles were fairly easy and HO scenes were few and far between I completely forgot about the palace markings, so missed that achievement!

I hope they make a sequel to this. 7.5 from me.. I thoroughly recommend this game. If you are an old-schooler and remember Super Cars (II or III) on Amiga 500 or Micro Machines to a lesser degree, then this is very similar.

It's a very racey shootey 2D-er, with a great challenge and fantastic soundtrack, (the kind of beat beat boom boom boom, I usually only like in video games). If you can pick it up cheap, then do!

You probably won't give it 100 hours, but if you give it 10 or 20 they will not be boring.

I give it 10 thumbs up (wait, what?).

. Do not buy. The game is dead. Honestly it wasn't very good to begin with.. This game is really fun and simple yet can also be very competitive. I love it!

. This game brings back so many memories. A great remaster. And to the people who are mad about gamepad support: Please go download [JoyToKey\[joytokey.net\]](http://JoyToKey[joytokey.net]) so you can play with whatever you want. I know it's easy to expect a developer to add every bell and whistle, but this is something that will help you out long term, guys.. amazing the story and 8-bit style is very smart choice. Interesting story and atmosphere. Good spooks!. Nice little game and good concept.

The controls are nice, the music fits and I think the puzzles are overall well done.

However, I would recommend buying it on sale. Its not really worth 7 euro.

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Used the Freeware version of this program for just about as long as it was first available. I've tried every major freeware video player on the market, all of which are useable, none of which are as customizable or feature rich as Zoom Player. I have a lot of old and new video I play using this program, so I have a lot of hours on record on Steam but probably 10x the amount of hours on the freeware, so I figured it was about time I help support the developers and buy the full version here on steam.

It's worth every penny at the current full price they charge here, getting it on special just makes it that much of a better deal. Don't bother with the reviews with 0.1hrs. If those people could actually read the feature list properly, they would understand that this player does not play back copy protected Blu-ray discs because that requires expensive licensing that would probably at least double the cost of this program. Also do not listen to thor32123's review, because this program plays every major format available as long as you have the proper filters and codecs installed on your computer. I have played back: mpg, mp4, avi, ogm, mkv, rm, rmv, rmvb, asf, wmv, qt, etc. Plays them all fine. I don't use this for audio, but every audio file I have accidently played on this program has played fine: mp3, wav, ogg, flac, etc.

Pros:

- Feature Rich & customizable well beyond the available freeware players out there
- Excellent Playlist feature, light years better than every other player I have tried
- Plays almost everything, copy protected Blu-ray being the only format I am aware of it doesn't

Cons:

- Doesn't play copy protected Blu-ray, but it doesn't claim it does either.
  - Doesn't offer enough at the price point over freeware players for the casual media playback users.
  - Steam Updates are sometimes buggy with Anti-virus software, requiring disabling your AV prior to updating
- Overall: 9V10

While no copy protected Blu-ray playback support is a con, the program does not claim it does so you cannot fault the program for that. The problematic updates through Steam are a hassle, but more of a nitpick than a real con. Most programs tell you to disable your AV prior to installation as a precaution anyway, but this was the first time I have had a problem with installing an update or any program for many years now that were caused by an Anti-virus program.

If you're a casual media playback user, you'll be fine with any of the freeware players out there, VLC being the best 'Video player for Dummies' out there. If you absolutely have to have copy protected Blu-ray playback, look elsewhere. I have a set top player for my Blu-rays as well as a software player that came with my BD-R Writer so I did not need nor care about Blu-ray playback. I've used the software player that came with my burner once, and that was just to test if it was actually a fully useable version or just a trial (it's a full version). Any time I play a Blu-ray, I do it with my set top player.

If you're a power user, or not afraid of learning how to work with this program (not that difficult), there's no better video player out there available at this price point or cheaper.. For the price its well worth it, the new race is very customizable, the new class is quite interesting ( I don't know how strong it is though) and there is some quests associated with the new character who alone is worth this much.

Although, I can't tell if she is voice acted and will participate in the story any further. So far no voice acted scenes but its OwlCat so it could be a bug :D. From what I can tell other than her personal story she is partially a hired merc.. Beautiful versatility... It takes some experimentation to get accustomed to the more interesting brushes, but the time is well worth it.

. Get it under \u00a310. I was hyped for this game and really want to support TFS, but unfortunately it lacks any kind of singleplayer mode as well as online multiplayer. Controls are also somewhat confusing and there's no way to use mouse and keyboard that I've discovered. Perhaps these things may be added in the future, but for now I



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cannot recommend this game.. This game has style, a lot of it. It's fun throughout and hit the right part of the imagination so many games miss these days. It has a dingy street vibe accompanied by the neo-cyberpunk fit. Inspirations like Johnny The Homicidal Maniac and The Maxx come to mind. It's right down my alley and I give it a 9/10.

Technical Impressions: First playthrough I had a lot of tearing I couldn't figure out even with vsync on, so I was quite distracted by it and this game deserves to be played without any hindrances to quality. After digging around on the internet I found a fix for the tearing (Aero desktop settings have to be on in Windows7, weird but it got rid of all the tearing). There's not a lot of advanced settings for the graphics, but if you have a newer rig you shouldn't run into any slowing due to hardware.

Gameplay is fluid and easy to follow, level layouts are randomly generated to give it a good amount of replay value. Graphics and sound aren't the best, but this game unloads with a resounding style and the retro-fit of the quaility gives it a certain charm many developers don't understand. I don't know what to say, I'm going to cut it short but this game is an instant classic tickling many sub-genres in my mind and deserves to be on par with some of the most style-defining classics like Clive Barker's Undying.. Its so laggy is that normal for a game that looks like it can run on a gameboy advance?

#### **Solar Wind - Launch News.:**

Hi All,

After a very hectic Christmas and New Year, we at JimJamsGames have decided that in order to release the best EA version of Solar Wind to the public, we need another few weeks to tweak the game and work a little more on the visuals.

We hope that you'll stay with us during this delay, and we know we'll have a much better release for you all as a result. The delay has already lead to a number of very cool improvements, and will result in a much deeper game.

Thanks for reading,

The JimJamsGames team.. **It's Christmas time, let's blast everything in sight!:**

Hi All,

In keeping with our commitment to update our games to keep them fresh and challenging, we've released the latest update to our side-scrolling shooter, Solar Wind.



So, what's new?

- Added 3 new stages, to bring the total to 20
- Added 3 new end of level bosses, each with unique behaviours.
- Upgraded player weapons to increase damage
- Added 40 new player weapon upgrades.
- Increased Steam Achievements to reflect additional levels
- Improved explosions and visuals
- Tweaked many areas for improved performance.
- Updated media and added additional alien landscapes.
- Tweaked laser gates to slice through player armour.
- Localised high score feature.
- Many smaller tweaks and updates for improved game-play.

That's it for now, we may have another smaller update in a few days, but we were keen to get you this impressive new build in time for Christmas.

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Enjoy,

**. New build includes new ways to die!**

Hi All,

We've been working on an update for Solar Wind for a few weeks now, and we're very pleased with the results.

Not only have we added 4 new levels, we've added 4 new bosses to go with them, tweaked 5 other bosses, added 10 new alien ships, nearly 20 new alien features and behaviours, and a host of new defences and turrets. We've also taken the time to improve the look of just about everything.

Here's a full list of what's new.

- 4 completely new and challenging levels.
- 4 new end of level bosses, including the death spinner, the tarntula, the evil eye and the behemoth.
- Increased the alien defences, you'll now encounter concealed turrets, homing missiles, mine droppers, crushers, and loads more.
- 10 new alien ships, with improved movement, including the razor and blade ships, bombers, missile ships, drop ships and a load more.
- Added a new player loadout screen, so you can tailor your launch ship.
- Added new player weapons, including the electro cannon, new shields, wave cannon and a couple more tweaks. Taking the total number of weapons, equipment and defence variations to well over 50.
- Player ship now reflects 90% of upgrades, so you can see your ship grow as you play.
- Improved the media, with the addition of parallax backgrounds, and better starfields.
- Updated and improved almost all of the explosions, for a more immersive battle experience.
- Improved stability by addressing a couple of minor bugs, and improved performance on lower end machines.

We hope that you love the latest update. We've lots more planned, so be sure to keep an eye out for new features in the near future.

Thanks for reading and enjoy.

The JimJams Games team.

**. Update 3:**

Hi All,

We're continuing to work on developing Solar Wind, and following feedback, we've addressed a number of issues and tweaked various gameplay elements.

- 1) Updated 3rd Stage and added a 12th Stage.
- 2) Added text prompt to key mapping.
- 3) Added keymap save, so your selection is now remembered.
- 4) Improved stage 1 to allow for a less steep learning curve.

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- 5) Tweaked radar jamming to have a more pronounced affect on rockets.
  - 6) Improved text visuals.
  - 7) Ships now start with 2 armour to ease starting difficulty.
  - 8) Improved pickup visuals
  - 9) Improved pickup collection.
  - 10) Shield generators can no longer be destroyed by accidental fire.
  - 11) Minor bug fixes.

Thanks everyone for your support , and enjoy the latest update.

The JimJams Games team.. **Happy Star Wars Day!**:

Hi All,

In celebration of Star Wars day, it felt right here at JimJams towers that we should launch an update for Solar Wind. Along with the usual tweaks and peaks we've added some more content, and improved the continue function to allow the replaying of any stage previously completed.

Here's what's new.

- 1) Added 2 new levels.
- 2) Added 2 new achievements
- 3) Updated the Continue.
- 4) Added 2 new concealed turrets
- 5) Fixed pathfinding issue in level 2
- 6) Tweaks to alien behaviour across the board.

That's it for now.

May the 4th be with you.

The JimJams games team.. **It's good to achieve:**

Hi All,

As we continue to work through our list of early access commitments, we've reached another milestone, and have added the much requested first round of achievements. For this update, we've added 23, which many more to follow as Solar Wind continues to grow.

Enjoy,

The JimJams Games team.

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