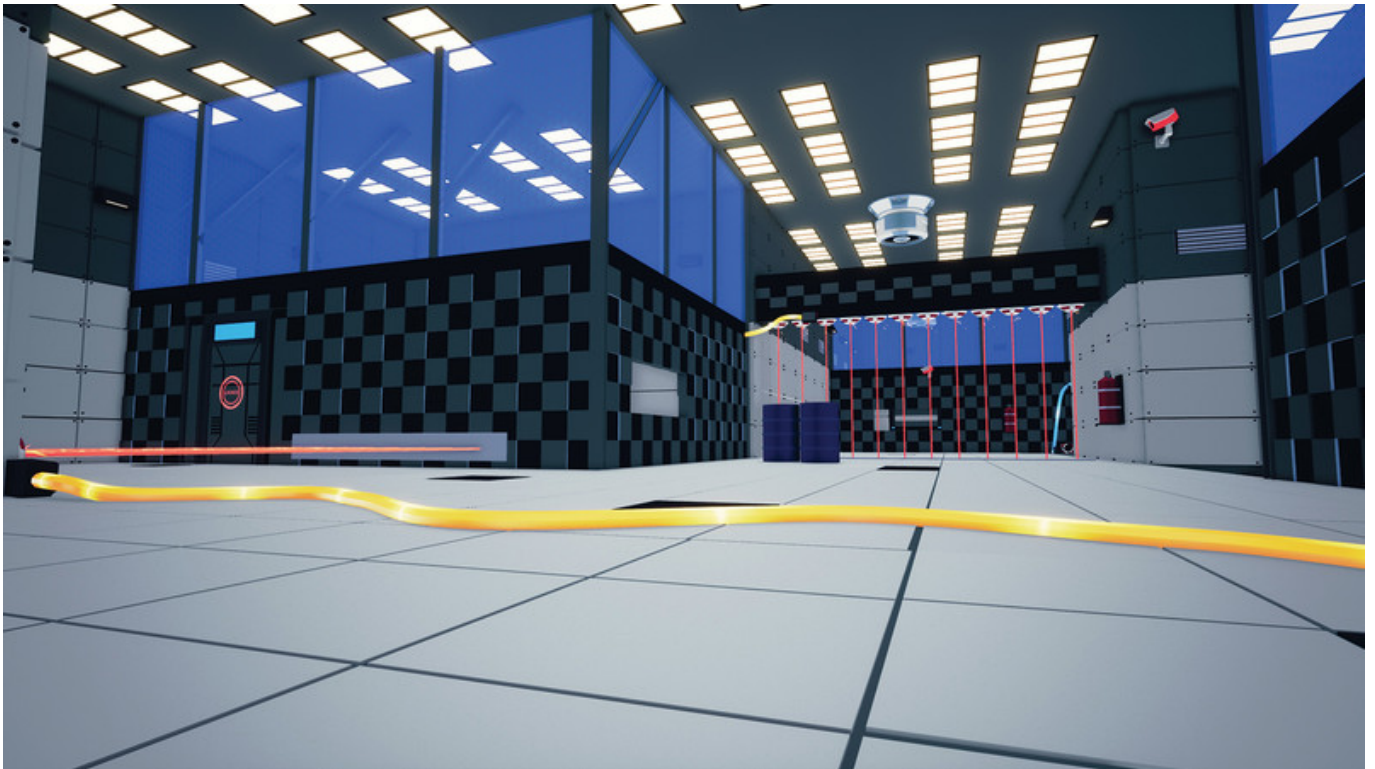


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## SolarGun Keygen Download



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### About This Game

Will you be able to escape alive from the factory? Manage the light wisely, unlock new levels and try to find a way out.

### Key Features

- More than 16 different puzzles for players of any skill level
- Avoid the mortal floor, handle the laser lights and manage your orbs to go through the installations.
- But be careful! Death affects the way how puzzles can be solved.
- Find the hidden minigames
- Speedrun mode

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Title: SolarGun  
Genre: Casual, Indie  
Developer:  
Mechanical Boss  
Publisher:  
Mechanical Boss  
Release Date: 28 Jul, 2017

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows 7 64bits

**Processor:** Intel Celeron G1820 / AMD Athlon II X3 455

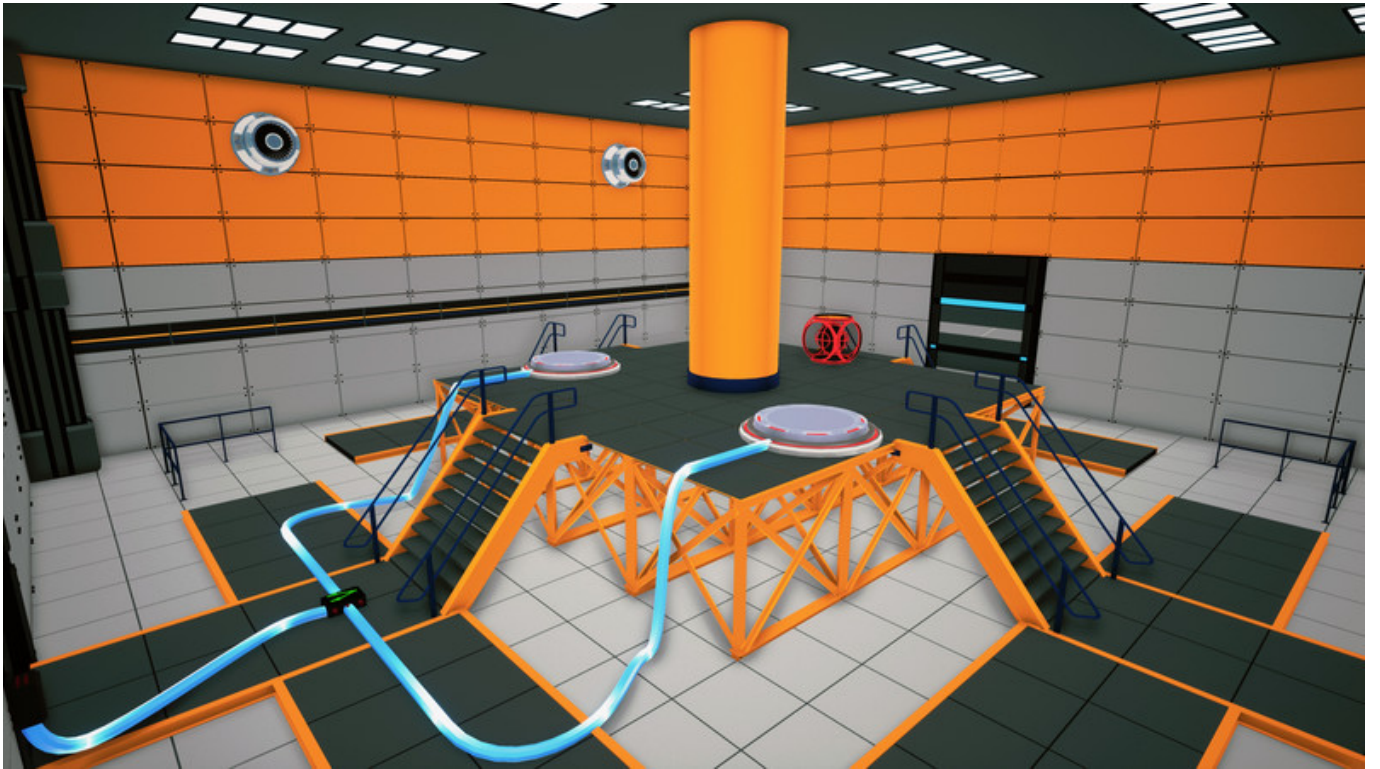
**Memory:** 4 GB RAM

**Graphics:** NVIDIA GeForce GT 430/ AMD Radeon R5 240

**Network:** Broadband Internet connection

**Storage:** 1 GB available space

English,Simplified Chinese,Russian,Portuguese,French,German







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If you like Portal, play this game. For this price? Yes! Take gamepad, relax and enjoy a couple of hours.. And feel smart :p. a great first person puzzle game like portal with you and a sun gun that can open doors create things and swiches with a good level design and it's only \$0.99. It's short (2 hours-ish) and it costs one dollar (or less)! Yeah, there are better and more acclaimed puzzle games like Portal, Quern, Talos Principle, etc. No one will ever be impressed to hear you beat SolarGun. But Mechanical Boss honestly wouldn't care. My impression is that they set out to make a barebones first person puzzle game, focusing more on solid puzzles than pretty assets or a fleshed out story. And as far as I'm concerned they succeeded.. I enjoyed this game!. Pretty Cool.. I tend not to like puzzle games that much, but I quite enjoy Solargun. I enjoy the puzzles lot, with the mechanics being interesting and intuitive. The developers also spend the a large amount of time making the lab feel like it was actually used, which I really like.

A large number of the puzzles can be quite challenging and require some platforming skill. However, the platforming can be problematic at times, which is a shame. The character you control is feels rather heavy, meaning you carry a large amount of momentum. While not itself problematic, it makes air control difficult, making precision platforming a pain at time. Another part that can be annoying is the death marker, which while funny because of the whole "save the equipment, not the person" joke, they can easily get in the way of platforming because they are physical objects. There are also some other small complaints, such as lack of options in the settings, (sensitivity, keybindings, resolutions) and the artstyle making stuff look fuzzy.

Overall, I enjoy it quite a bit. I think all of the puzzles are fun and unique, the lab an interesting place and the mechanics of the Solar Gun well implemented. The vast majority of the problems are fairly minor and can be overlooked, even though the physics can be annoying at times. So, if you like puzzle games and have some spare change in your steam wallet, I would definetly pick this up, because it is worth every penny.

7/10 Good

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Uninteresting, easy, poorly-designed puzzles in addition to frustrating controls and questionable decisions. The Turing Test is the same design but much better. Nobody could call it overpriced, but it wasn't worth my time and it's probably not worth yours.. poor man's portal. I have two of the "Year" levels left, and I don't think I'm going to finish it, but I've certainly played enough to warrant a review. While I did enjoy the game in general, I'm going to have to say "Not Recommended" because some parts were fun, but many more were unbelievably frustrating.

While the description claims this is "a first person puzzle game", and the image says "Short Puzzle Platformer", it is much, much more platformer than puzzle. There are several areas where you deal with alternating lasers, and it requires very precise timing and jumping to jump over the lasers. The bigger problem, however, is that jumping feels somewhat floaty, and most of the game requires extremely precise jumping (precise in terms of where you land and in terms of timing your jump perfectly because the gaps to be crossed require the maximum jumping distance). While each level is short, if you are not a pro at platforming, you will likely die many times, and replaying the same 60 seconds over and over again because you didn't get a jump just right is not fun.

If you're looking for a puzzle game, I would generally say pass on this one. If you're looking for a platformer, I'd say pass. If you're looking for a simple puzzle game with lots of jumping and precision timing required, and you're willing to accept a high difficulty because of the timing and jumping, I'd say give it a try.

I just finished the game, and there's another reason not to recommend it for achievement completionists -- the "Thanks for playing" achievement for completing the game didn't trigger.. This game is sooooo cool! :D

You have to think and get through these little puzzle game :P. The devs wanted to make fake portal but they didn't manage to do it.. Solar Gun is an FPS puzzle game with some shooting mechanics.

You know what this means...

it takes a lot of inspiration from Portal and various other indie puzzle games, both in world design, art style and puzzle design. There are some visuals from 2001: A Space Odyssey for some reason. Using monolith imagery should make some kind of sense, otherwise it's just a reference that doesn't mean anything.

The puzzles are typical, not exactly mind blowing, but they keep you occupied for a few minutes/hours. The environments aren't quite illogical, but the attempt at worldbuilding is commendable.. Pretty Cool.

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