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About This Game

SOF-Raiders is a First Person Shooter with Role Play elements to enhance game play. You start the game in the Tactical Operations Center where you select one of two available missions. Once the selection is made you head over to the armory and select two of six available weapons and load out frag and flash bang grenades as well as health packs. You then proceed to the helipad and mount the mission helicopter to get transported to the target area. After landing you access your data pad to get maps drone views and intel reports for your operation target. Fight your way to the target and complete your mission. The enemy will hunt you down so you need to escape to your exfiltration helicopter and return to the Operations Center and prepare for the next mission. Be aware, your choices will have consequences. There are eight missions to complete to get to the final battle.

Title: SOF - RAIDERS
Genre: RPG
Developer:
HyperKat
Publisher:
HyperKat
Release Date: 22 Feb, 2019

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Minimum:

OS: Windows 7

Processor: Intel or AMD dual core

Memory: 4 GB RAM

Graphics: Nvidia 740

DirectX: Version 9.0c

Storage: 2 GB available space

Sound Card: Any DirectSound XAudio

English

BEL/S (OS Elemental Firewall Toolkit) (Version 10.32)

```
terminal (html-gui) ready.  
loading the file-system ... ok  
loading relationships ... hi  
loading memories ... bye  
loading dreams ... ok  
re-entering file-system as BEL/S.  
building tree ... ok  
initializing firewall ... ok  
setting up system variables ... ok  
uploading config file ... ok  
<?xml version="1.0" encoding="UTF-8"?>  
<verse>  
<line>O for a Muse of fire, that would ascend</line>  
<line>The brightest heaven of invention!</line>  
</verse>  
system up and stable  
  
opening sorcery
```





Good game with great story. Just that i do not understand a single player game why does it require internet connection for saving and loading. its frustrating and irritating when i get disconnected and forced to quit the game.. I cant read Russian but still seems like a nice little game to waste some time in just go around a shot other ships and vist towns a map would be nice though. Got this as an old Star Control 2 player and wanted to have a similar experience as I did on that game as it's clearly one of my all time favorite games. At it's core it's very similar in playstyle to SC2. It is obvious it was strongly influenced by it. It's not exactly the same game though. Close enough to make an old fan like me happy to play a game like this again. I've been having fun with it.. Quite good! I wish the developer would put some more work into this game. Really fun little timewaster IMHO.. Awesome little look at what we still have in store as early vr adopters on pc. Must watch!. pretty scary just waiting for the multiplayer update and hoping for more updates in the future i wish the walking was a tad bit better it just feels real stiff at the moment but still recommend. Very nice I like all five the ER20 Eurorunner took A little time to get use to but I got the hang of it and it was fun.I like the way they drive and break also the headlights are realy good to.. This is the homework assignment that destiny copied all it's answers from. But also it's funny.

Why have a gym membership when you can just play GORN.. It's so beautiful... ;_;. Great game for it's price. Vast lands to explore, monsters to see, lots of skills, combinations and some different options.
I do think that this game offers lots of potential.

<-Pros->

- #New MMORPG game to explore.
- #Very cheap to try it out.
- #Ability to affect the product and help to find some issues.
- #Lots of items and effects, many skills and cool features to try.
- #Huge and vast map.
- #Can host own servers.
- #Global ranked server.
- #Pvp, although I haven't tried it yet.

<-Cons->

- #Still in early access, yet you can contribute to the project to help it grow.
- #Still lacks some features that help you want to explore more lands.
- #Need more players so the vast map can be fun, because the current npc system doesn't make up for that space.

My first gameplay footage(first time recording too so don't blame me ^^)

Will upload more videos very soon :)

<https://www.youtube.com/watch?v=iSKUIeS6msw>. Is it defense game?. Most of the tables are badly designed, and straight up just frustrating to play with. Spend your \$1 on other DLCs instead.. A simple game tackling a difficult subject matter: mortality.

[The gameplay simulates the desperation of wanting just a little bit more time to contemplate on life before the inevitable. I think it manages to achieve this quite well through time based scavenge hunts and reflex games.](#)

[I wouldn't call this game pure fun per se, but I did feel a sense of accomplishment as I explored memories of the protagonist's past, helping others to achieve their peace, and building shelters to protect me from harm.](#)

[Every cutscene is a soothing experience, nicely contrasting the gameplay, which is quite frantic, since you're always on the clock. There's also an element of luck involved, so you can expect to have a few retries before finishing the game.](#)

[The music is melancholic and beautiful; very well done. The visuals are charming, with well designed levels full of voxely detail and nice color schemes.](#)

[In conclusion, Continue is an emotional ride. To get to the end, you'll need a bit of patience, and to plan ahead for the coming storm.](#)

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