Salt - Soundtrack Free Download [key]

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About This Content

The full official soundtrack for Salt. It contains 41 original songs, each of which comes straight from the mysterious world of Salt.

tracklist

- awakening

- sail

- abyss

- euphoria

- dawn

- arise

- mutiny

- war

- eternity

- redemption

- wanderlust

- wonder

- dusk

- darkness

- rebirth

- adrift

- celestial

- midnight

- reverent

- coda

- queen

- tavern

- merchant

- luthor

- captain

- king

- guardian

- empress

- cursed

- elder

- draegan

- ancients

- desolate

- treasure

- marooned

- pirates

- seadog

- transient

- soar

- eliza

- lilly

Title: Salt - Soundtrack
Genre: Action, Adventure, Indie, RPG
Developer:
Lavaboots Studios
Release Date: 22 Aug, 2014

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Minimum:

OS: Windows XP or later
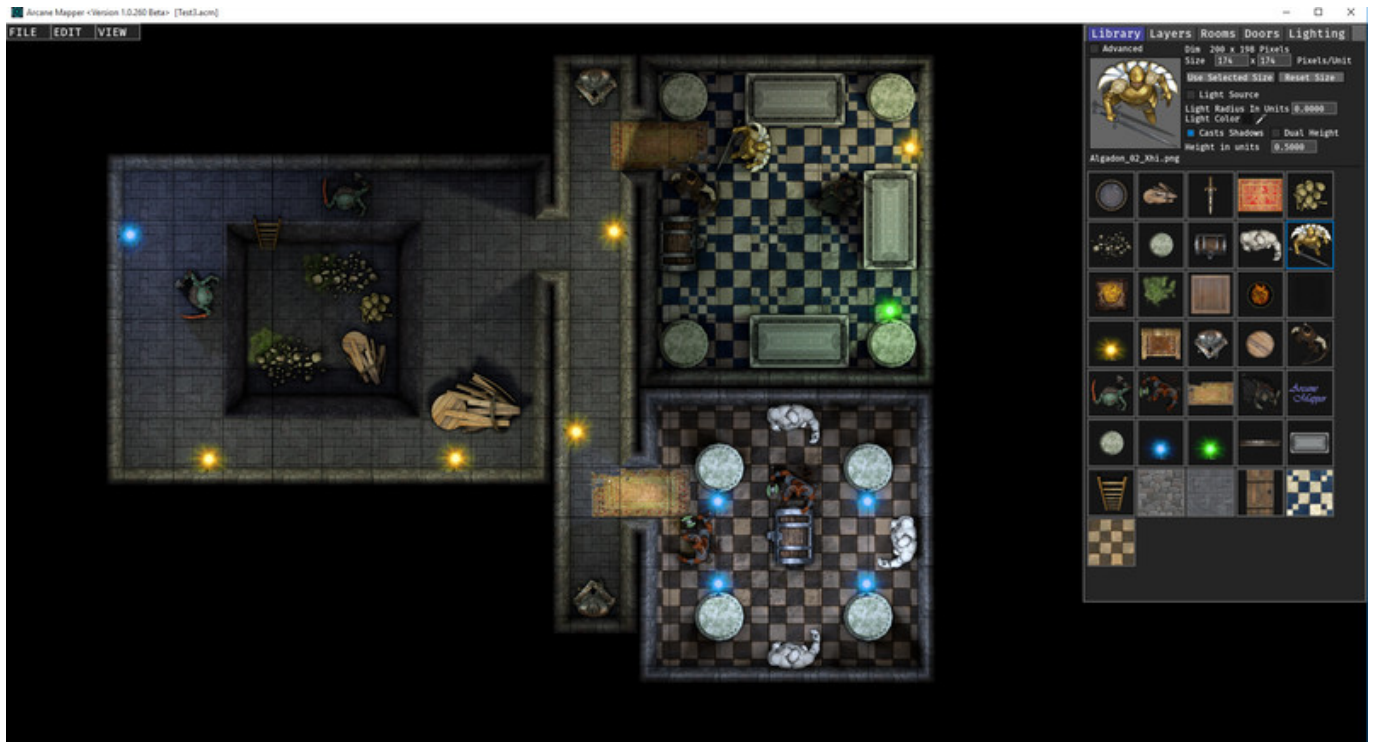
Processor: 2.0Ghz Dual Core CPU

Memory: 2 GB RAM

Graphics: 512MB video card with shader model 2.0

DirectX: Version 9.0c

Storage: 700 MB available space

English

Madcap Castle aims to be a puzzle platformer from the days of Game Boy era games and does a very good job at reaching those aims.

TLDR; First Impressions Video and Critique

https:\/\/www.youtube.com\/watch?v=5iStmcOoIko

The controls are tight and intutive as well are the mechanics relating to your active abilities on each world. The movement is the biggest thing that could have made this game cross the line between challenging but attainable or frustrating and sloppy. Im happy to say that it most certainly falls into the former category making the puzzles challenging but I always felt that I could complete them with practice.

The only things I would like to see from either a patch on this game or in the developers future games is more love for the options menus!

Please put in something to the effect of audio sliders for your music, FX, and master volumes. By no means is the sound unbalanced between the different types of sounds created during gameplay but it is always a little piece of customization that is sorely missed when its not there.

The last thing I would love to see patched is a way to get back to the main menu from the world selection screen. You can return to the main menu when you've selected a world and are choosing a level but not when you're selecting just a world.

They are little nit picks but worthwhile to bring up.

All in all I enjoyed Madcap Castle would reccomened at least playing the demo if you have a spare 1\/2 hour :). If you ever played YDKJ on Playstation 1, this is the game it's based off of. Protip: Go find the EXE and set it to XP compatibility mode with forced fullscreen 640x480.

Also, this game is completely incompatible with Steam controllers. If you have a living room setup, I hope you have a wireless keyboard.. This "game" is a joke.

Everything this game tries to do just falls flat and hard on its' face. I don't know how these sorts of games get past Greenlight and they don't belong on Steam. This game should be FREE!

I noticed the game dropped in price from the 7$ that I paid to the now 4$. I don't understand why people are giving the game positive reviews when the game is broken and boring. The game has a single jumpscare and it's not a very good one. The story doesn't exist, or if it does I didn't undertand it because of how badly translated the game is.

The game needs a lot of work, but the devs are too busy making trading cards for the game.

Here is a full playthrough of this garbage:
https:\/\/www.youtube.com\/watch?v=hdyeVIlT_Bk
. This feels exactly like Fallout plus Metro 2033 plus The Walking Dead. Although the writing is very good, the story is just clique, and some of the choices seemed---forced. And you can't choose to play as a female by the way. This game could be so much more if given more care and time, but I'm sorry I can't recomment it.. Risk of Rain is simply the best.

It gets your endorphins moving, gets you smiling, and makes you very upset when you clearly lack skills. When you do manage to make your skills work though, you can still get destroyed by the right combo of bosses.

Unless of course you only use Glass and Command, in which case the game is a piece of cake and all achievements can be gotten solo EASY. Like, **REALLY easy. If you want a challenge, either play with all or none of the artifacts.. This game is a truly gem of my collection.**
But let me start at the beginning:

My first impression were like everyones what the hell is this. I didn´t know what to do, I didn´t know what happen. I were nearly at the point to abonded this session and play another game. Glady I kept up playing. Why you could ask. Because this game catched me with is soundtrack and graphics. And that the point i like this game. The use of pixelgraphic ist absolutly well done. But with the awesome soundtrack i completly mentaly drive away.

Well but sadly that there are bad things about the game you should know and be prepared for. Starting of with the minimal Gameplay, nonexistence instrucutions and time wasting level design. You will find yourself often wander around without knowing what to do and searching the map is terrible long. Well as i like the detailed world and animations. Running from left to right and from up to down the fourth time at the half of the first riddle is no fun.

The second thing i dislike are the fights. There weren´t hard and there weren´t complexe. The are reapeading all over again. You will fight the three enemys again and again and again with almost exact attack pattern.

So i do love this game. It hooked me on a feeling to just listen and watch the world. But it is never hard nor clever designed. Its just pur art and not a game.

You should get it in a sale or so and jsut turn off your brain(if you have ofcourse) and enjoy the atmosphere of the game.. Big time souls fan, and I have been eyeing this game for ages. Finally got it and I found out that the framerate turns it into a slideshow on the lowest settings, whereas other games run just fine on high settings. Now that Sekiro is out there is no reason to try to suffer through this mess of a PC port

A decent top down RPG. My only gripe is a game from 2007 being locked to 800x600.
It's hard to see that tiny window.. This game is terrible. Literally unplayable. Do not waste your money on it. I was lucky and bought it on sale for 50 cents. It is not even worth that. The devs have vanished, if they were ever here in the first place, and the publisher seems to put out a range of games that begin at "mediocre" and only get worse from there.. There are several errors on this train. When it organized as a double train set, the pantograph of the second set is not raised. Furthermore, AI ICE-T can run without the pantograph raised!!
After DTG updated ICE-T, you can see the feature of light configuration. However, the frame rate badly drops when camera is positioned in front of the train.
I recommend that you buy this train as long as DTG update or fix these problems.. While its definitely shorter than I expected it to be, it does have a decent storyline and interesting gameplay. I've seen Visual Novels include elements of strategy games (IE: Sunrider, War Of The Human Tanks, etc.) but including gameplay dealing with stealth and sneaking past enemies? That's something I'm totally unfamiliar with.

Which is why I give this game a thumbs up.. boi
gud gaem
100\/99. \u2642 T H A N K Y O U S I R \u2642

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sorry to say that this game is just not upto par with more modern games. The graphics are just god awful with only one setting for shadows. the controls are very un-intuitive. dont expect to be blown away by the level details (the levels are small squares). I can see they are still releasing updates for this game, idk why. The develeper (im guessing there is only one) should honestly start from scratch or make some major graphics and UI overhauls. In the end i could probably spend an hour or two learning the controls, but i dont have time for that. If you have the time and money, support the developer by buying this game (good luck finding a torrent for it).. do i have it
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