
TinyKeep Original Soundtrack Crack Activation Code



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About This Content

The full original soundtrack for TinyKeep.
Composed, orchestrated and mastered by Will Bedford.
Album artwork by Phi Dinh.
Awful puns by Ben Jones.
Track 14 uses some in-game sounds by Jey Kazi.

All tracks provided as high quality 320kbps 44khz MP3 files in the TinyKeep folder on your computer.

1. TinyKeep
2. Saviour In The Dark
3. All Locked Up With Someplace To Go
4. Cobb and Twist
5. Pershdal Dungeons
6. A Bone Of Contention
7. Orcward Silences
8. The Party Shop
9. Sulphur So Good
10. An Alternate Dimension
11. The Final Choice
12. I Have A Bone To Pick With You
13. Credits

-
14. The Spinal Tap-Dance
 15. Trailer (Bonus Track)

Title: TinyKeep Original Soundtrack
Genre: Action, Adventure, Indie, RPG
Developer:
Phigames
Publisher:
Digital Tribe
Release Date: 26 Mar, 2015

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English







the most fun i have ever had. My goodness this game is simply stunning. The visual style speaks for itself; if you're interested in this almost sort of Native American or tribal white-on-black starkness, you know this game is for you already and you should play it. The mechanics feel just like they should and there's only one annoying bit where left and right get reversed (I raged a little bit). The music is great but they are fixed songs on loops, not responsive to your actions or the progression of the level as in 140 for example. Still, excellent compositions that fit the game's mood perfectly.

I'll use this space to recommend a few similar things that are adjacently awesome:

- 140 is a game by one of the Playdead guys that has a similarly stark art style but with a simply amazing synthesizer soundtrack.
- ibb & obb has a similar sense of reversable momentum, except designed around co-op and with the exact opposite color palatte (which is to say, lots of colors and gradients)
- PixelJunk Eden is a similarly bouncy platformer with tons of vector-based graphics on stark color palattes
- Absolute Drift if you want a stark game but with drifty car mechanics for some reason

. What Ether Vapor is missing - power ups and upgrades - does exist in Satazius, and its this game's main advantage for shump fan. Graphic is way behind, but the gameplay makes up for it. Featuring the same element, both, bullet hell, and makes shumps real fun. Also the OST is kind of lackluster in my opinion - Ether Vapor's much much better with its ambivalent sound and gives the real feeling of Japanese game (which I prefer for this genre).

You select main and sub weapons before the stage starts, during the progress you'll find up powerups and upgrades for the weapons. The more you collect, the better. The ship you control is one hit dead if you touch any obstacle or enemies' bullets, although you can find rather common shield kit to give you one chance to survive.

Boss battles are real hell especially in latter stages. You might find yourself dying alot - and using continues alot - during the process. We have plenty of continues (9) but don't get satisfied as the deeper you go, the harder the game is.

Controller support is quite good and that's what I expect to have here. Both Dinput and Xinput are supported so there's no need to worry. And yes, game is better with gamepad than keyboard.

Overall I'm quite satisfied with the game. Recommended.. The artwork and design is excellent. There is a crisp, sharp and fluid presentation but gameplay is far too fast and unforgiving. There is zero explanation on how things work. Yes, there is a tutorial but the tips flash on the screen for about 2 seconds making it impossible to read and thus giving the new and inexperienced player no idea as to how the mechanics actually work.

Slow it all down, make it more informative and clear as to how it all works and the game would be one of the best 2D shoot 'em ups on steam - perhaps even enough to rival Bullet Heaven 2 or the Sky Force games.. dont buy this game. 4-ку(опять же для любителей жанра).

A good graphic novel, although a story is more suitable. A bit lacking situations, like more and confusing, and so the game on a solid B+ (again, for fans of the genre).

its like subnautica in space but kinda gay. Made me think about the world trade center 11/10. A really good horror game! Very scary, I love it. bad resolution scaling

-no clipping, no ducking, no strafe etc...

nice idea of fps w/ multi skills but left the basic of fps itself.... This game is a bit better than the first in terms of going thru the same dungeon multiple times... Because it is shorter.

Way shorter.

Enemies go after you like heat seeking missiles, there are a grand total of two sidequests(hey, the first one had none) and the story is so boring I didn't even bother to pay attention.

I'm seriously thinking of never playing the third game, for the sake of sanity.. No. Don't even think to buy it. The framerate is impossible even with an high spec computer. This game is a joke. Never asked for a Steam refund but that's the first time I did.

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