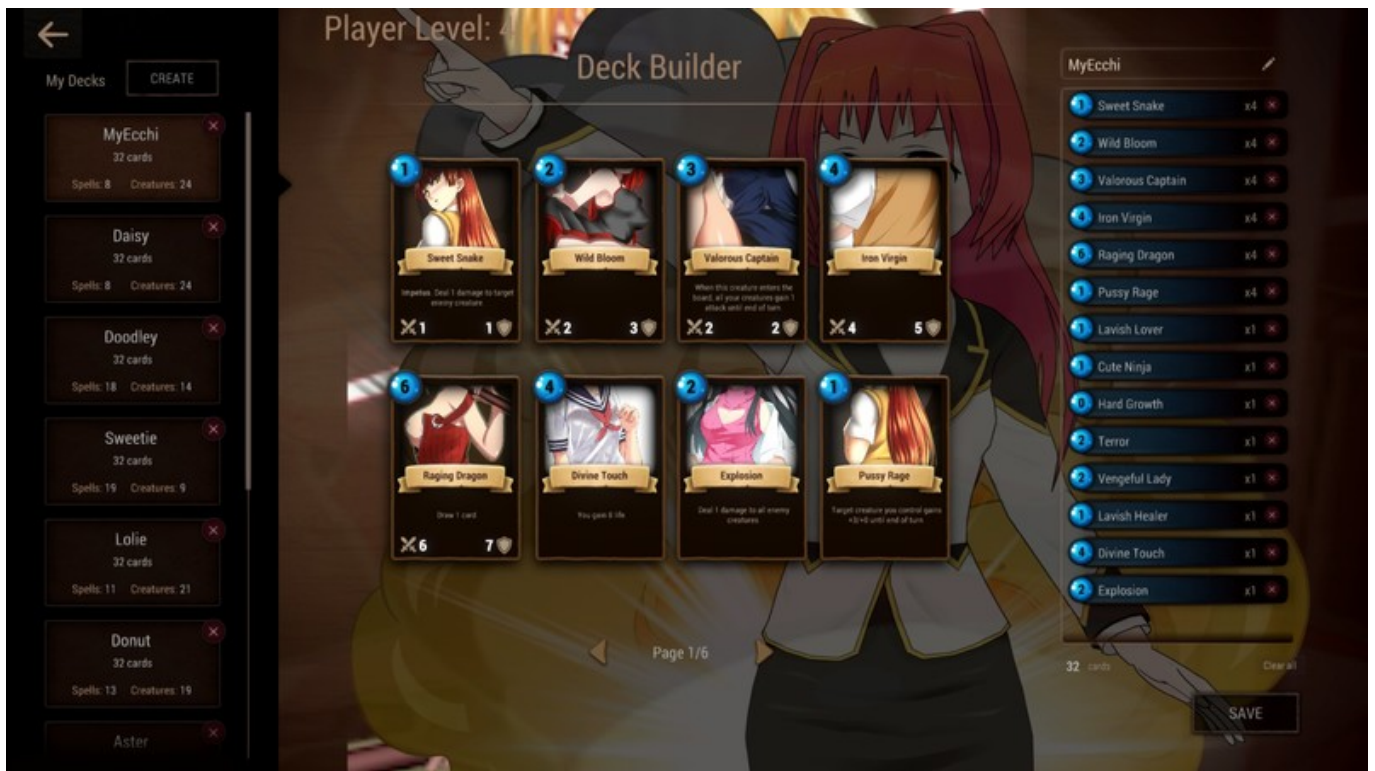


Download Orbital Gear Soundtrack .zip



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## About This Content

The official Orbital Gear soundtrack composed by Johan Kalén is now available for purchase. With over 30 minutes of adrenaline pumping tunes.

### Full track list

- Orbital Gear - Ceratanium
- Orbital Gear - Endless Trails
- Orbital Gear - Galactic Frame
- Orbital Gear - Neutron Collapse
- Orbital Gear - Menu
- Orbital Gear - Console Tracker Chip
- Orbital Gear - Nebular Ops
- Orbital Gear - Research Facility C-ID5

- 
- Orbital Gear - Construct

The soundtrack is located in your Orbital Gear directory:  
**\SteamApps\common\Orbital Gear\Orbital Gear Soundtrack\**

You can easily get to the directory by right clicking on Orbital Gear in your Steam Library and in Properties click "Browse Local Content" in the "Local Files"-tab.

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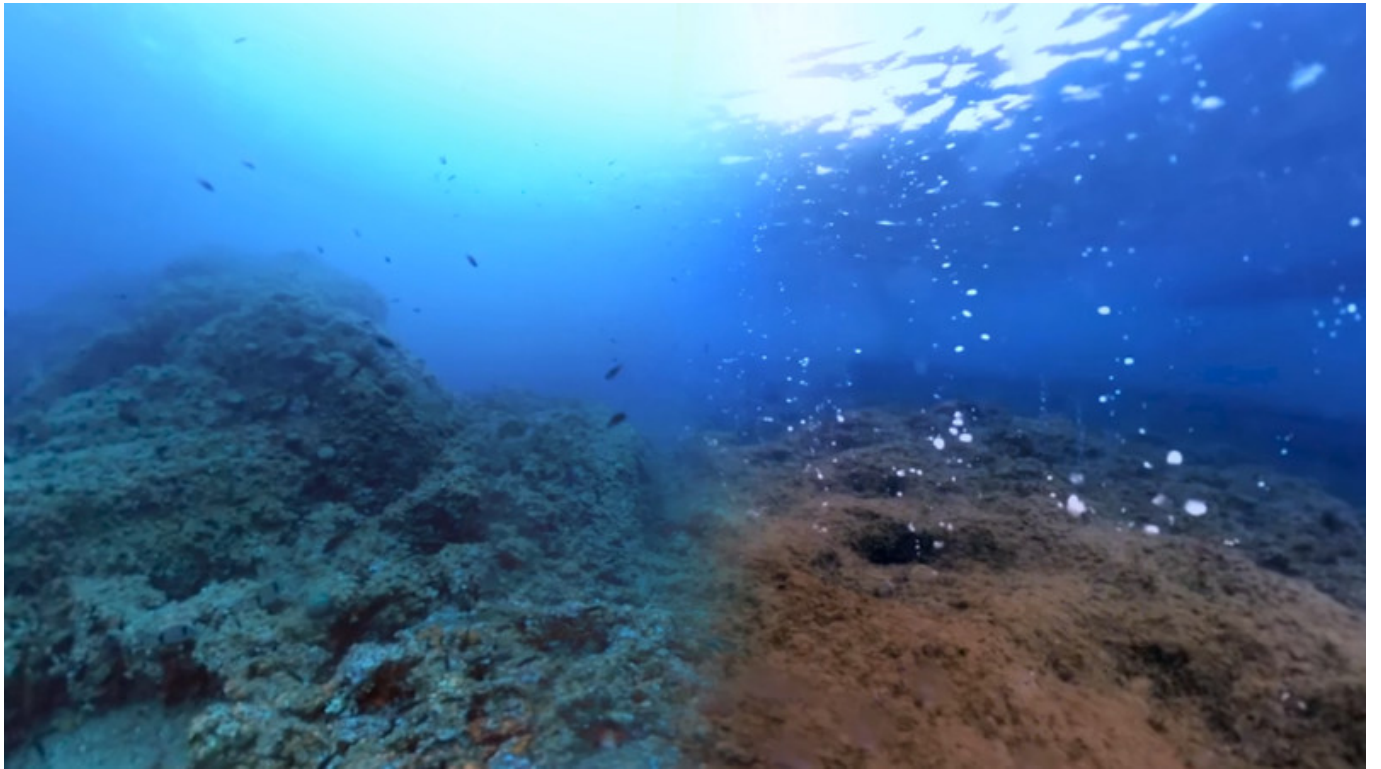
Title: Orbital Gear Soundtrack  
Genre: Action, Indie, Simulation  
Developer:  
Night Node  
Publisher:  
Night Node  
Release Date: 27 May, 2015

b4d347fde0

English,French,German,Portuguese,Russian







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orbital gear soundtrack

boring and hard to learn for young ones. It's worth a few bucks. This game is so bad, it's actually amusing to play. I feel bad for the voice actors that put their real faces to this thing. That part is a bit painful to watch. Steam needs to do a much better job reviewing what they sell. This should never have made it to retail in any capacity.. I just bought the game today. I have done a first look at the game and so far I am impressed. As with all early access games, the game is not completely ready to play. If you are not into testing a game and waiting for updates to progress in the game, early access games are not for you.

This being said. I feel the graphics are very good. The concept for the game looks to be very interesting and has promise. The voice over for the text is great. If the developer continues to update the game on a regular basis, this game has a lot of potential.

I will say this again. If you are not into early access games, the game is not for you at this time. I suggest you wait awhile before purchasing the game. If you like to play early access games and like to get involved with the developer as the game development progresses. Purchase the game now and have fun as the game is developed.

Here is a link to my first look at the game.

<https://vimeo.com/3pMy17>

[Jadiwan](#)

<https://vimeo.com/1aqcgiM>. [i want to love this game but i dont. right now i dont think its worth the 20 dollars they are asking for it. The games potential is out of this world but as of now falls flat of anything other than amazing graphics and an atmospheric walking simulator with a decent amount of people to kill. if its on sale for half off id recommend it or if you can find it on a sale site like listia or something of the sorts for cheap.](#)

[pro or con depending on your view](#)

[- when using your doge/roll \(press ctrl\) you can climb anything you please. forget about countless hours jumping at cliffs dodge roll and fly right up them. i found this out when i accidently fell of the side of a cliff and got stuck in a hole in the mountain and dogeed and flew right out and climbed all the way to the top.](#)

[- no mana you have ikhor that fills as you use magic. use too much you die.](#)

[- no oxygen while swimming. your part fish!](#)

[- nostalgic quest system. you have to use every dialog option with every character and take there slight hints to go to a mountain with a statue near a water fall. and find what it is they were after.](#)

[- some dialog errors. missing endings to words or just off wording](#)

[- boss rewards dont feel balanced to the challenge of the boss. it takes so long to find them and they are decently challenging and you dont get much in return.](#)

[- i adventure a lot. also used the roll trick a lot. and found some really interesting hidden places. that had enemies and chest. but lacked any actual reward or reason. one lead onto the 3 tier aquafere and it just leads to a dead end. but dropping down to the first tier i found a single chest with nothing but basic. white. gear.](#)

[- ive picked up a lot of items with the trait to do 0 \(zero\) fore damage over x amount of seconds. ive never tried any of them to see if it was a text error or not.](#)

[- tons of buildings to find and explore but they are all entirely empty with no purpose.](#)

[- You take no damage fromn fires in towns and camps. stand in there and get warm all you please no damage will come to you.](#)



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## PROS

- the graphics are mind blowing. the world is beautiful and its extreemly atmospheric and it really draws me into the world.
- surplus of enemies almost any where you go and theyre all unique. its not just draugger after draugger.
- relaxing atmospheric music and sounds.
- the animations for movement, swimming (when it works), fighting and all that are crisp clean and beautiful.
- decent amount of armor and weapon styles. and an endless supply anytime you die enemies respawn and you dont lose your inventory. stock up go to the store and sell it and load up on cash. you cant really buy anything besides for what the one shop ive found holds. with a very limited stock but hey it cant hurt right?
- unique and intruiging magic system. you find stones that make you able to use different elemental spells that you equip to your wrist. your still allowed to have your weapons equipped as well.
- simple easy to figure out ui.

## CONS

- sprinting while dual weilding weapons. the iron swords for me. causes them to clash and cause a dust animation and an irritatting and annoying clashing sound while sprinting. its made me avoid sprinting or mute my game to avoid this.
- leveling system doesnt work or takes a lot to level it shows attributes you can increase but as much as i have played i havent leveled anything up yet and there is no obvous experience gain showable any where.
- the swimming mechanics are terrible. you practically fall to the bottom of the map and keep popping back up to the surface randomly. ( sometimes it works beautifully.)
- when you press your b key it uhh... makes everything vanish besides the ground and the npcs? until you move or do anything other than look around.

the game could without a doubt surpass skyrim there is a thrall of different enemies that i have already found but the lack of direction, story, progress, and quests is a bummer to me. i have enjoyed exploring but that only keeps my attention for so long with out a purpose.

the success of this game is eminent if the devs keep up with the game and fix these issue. im only going to reccomend the game because of the potential and that it is playable and decently stable.. Is it best game? Maybe not yet. Is it the most fun game? YES! Join and you will be help the development of great game! Very cheap.. Cute game. Needs a button for speed (coz sometimes things are going too slow), but cute game. So, you have to scan the land using arrow keys and not WASD. so what?. So many of these cards have become staple in my deck that I completely forgot they're even dlc! Mix phenomenon is an amazing card that randomly alters the playing field, and I couldn't imagine playing without passionate research in some decks nowadays... Sealed memories also works very well with the new DLC character, Sweet Breaker, so definitely a must-buy.. When I start on Main menu or editer the mouse is all slow and can't pick the speed it meant to be & mouse movement is to fast & I can't do anything!



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going through my steam library finding games i regret buying, games that i bought when i was a less intelligent buyer.

this is one such game. never to be finished, it will remain a pile of utter♥♥♥♥♥♥for eternity. do not buy.. but, like

this entire game is about picking who you're going to kill

this is the honest to god literal opposite of a postmortem

what are you doing. A game with no real goal in mind. It is a fun game for little kids to explore and click on things around the game. When you click on certain things in the game they react a certain way. Its is all in black and white and is alot of fun to have your little person play around with. Its a good children's game.. As a player of Chip's Challenge long ago, I truly enjoyed playing this game. And the best part? When you lose the game, you will hear the iconic "bummer." Bonus.. -----

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Possible-medical-fore-warning:

There has been some reports + newer-reviews mentioning something about the "current-built" of this game "flickering" quite a alot on some of the machines. While this doesn't make this game unplayable (as of writing this), some people might experience nauseating or any similar effects.

Personally, I do indeed see some consistent flickering. But I don't exprience any medical-side-effect, at least not yet.

Technical-fore-words:

It is fair to warn right away that this is indeed a very "as-it-is"-release of the originaly year-2000-build of this game, which is also mentined on one if the first pre-title-images. So there are no build-in tweakings in options-menu for windowed-mode, resolution-changes, or various other "modern" tweaking-options aside wheteher you want to turn of the sounds or not most importantly.

That being said, you're going to get one of the least amount changes suffering re-releases on Steam, only chnage being that it works on (at least most of the ) modern machines.

You're also unfotunately forced to use another 3rd-party screen-capturing V shotting-software since due the age and un-modified nature of this game, the Steam-overlay won't be working (at least by default).

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As for the game itself, "Puzzle Station" is the non-product-placement "off-spring" of Ninai Games (before Detonium Interactive) of "Drop Mania" (which eventually was "remade" as "Super Drop Mania" for Gizmondo by "Fathammer"; then there's of couse the "Rampage Puzzle Attack"-variant also by "Ninai Games").

Like the title suggest, this "Drop Mania"-variant is much more puzzle-heavy for the most part. But considering the simplistic nature of the game-mechanics (link 4 or more of the same color-blocks to "poof"-them), I for one can forgive this even if sometimes I'd like to just watch pretty explosions "without thinking" (I.E. playing without swapping the blocks with Ctrl-button).

So, is the game worth buying?

Well, puzzle-game enthusiasts, especially those who are looking for some older titles, this is quite a good and solid one to their collection.

That's pretty much all I can say about this game, for now.

And who knows, maybe we'll see an actual new "Drop Mania"-game in future on PC.

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----- F1 2014: REVIEW

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## PROS:

- 1: Good AI
- 2: Nice graphics for old-gen
- 3: Scenario mode

## CONS:

- 1: Most of the content is recycled from F1 2013
- 2: No classic cars/tracks
- 3: The benchmark mode is glitchy AF

Final score: 56,597%

Judged against F1 2015: 70%. The first impression wasn't good. I couldn't even run the game and had to spend some time searching forums and trying stuff to make the game running. If you've experienced similar problems, check the discussions for a thread called "HOW TO run the game on Windows 10".

But when the game actually works, it's pretty good. It's a first person adventure game where you move between predefined locations that are rendered as a 360\u00b0 photos. The graphics are nice, with a lot of detail and even some decent cutscenes. The best thing about the game is definitely the mysterious story and dense lovecraftian atmosphere. The game can be quite scary at times, even though you're never in real danger.

Puzzles are mostly ok, with reasonable difficulty, not easy but not unbeatable. The main problem is that the game relies too much on pixel hunting. Several objects are so tiny, so barely visible, and well-hidden that it's almost impossible to find them without sweeping every inch with a mouse cursor. In case of one object, I couldn't find it even after checking a walkthrough. Thanks to this, the game is pretty hardcore and I can imagine that less patient players will give up soon after the beginning.

Overall, the game could definitely use some polishing but it's still worth checking out even if just for the dark atmosphere.. I am sorry to have bought this for people I know as friends... GABE please remove this from my library and hold me till the crying stops!. HTC Vive Review: I thoroughly enjoyed this game and have played it twice now, The environments are great to explore and there are a lot of cool level designs through the whole game, The object is to gather Graphine to power your space ship so you can leave orbit, The inhabitants have left their city and you are alone except for a voice in your ear, a mechanical Cheshire cat and a few hinted characters from the original Alice. Mainly your progress is blocked by a variety of physical puzzles that will even have you walking up walls and across the ceiling in giant city scapes, There are audio logs to find from the old inhabitants of the city giving some story to the game, and playing cards to find as well.

The downside to all this for me is that you will never meet any other characters in the flesh and there are no cut scenes to wonder at, There are parts in the game where you reach different transport but you don't get to see a cut scene or any real time travel, just another loading screen. I won't say about the ending but as with a lot of the game it's a let down and I was hoping for a lot more, It totally screams for a script writer to flesh out the story and give it some jazz, If it was not for the wondrous atmosphere it would be a negative, but as it is I think it's worth \$15 for a rather cool experience and a trip to another planet.. Please disable that goddamn villains

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