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About This Content

BIT.TRIP FATE takes CommanderVideo to a darker place. The rhythms are heavy; the sound unlike anything he's ever heard. Now you too can explore an unfamiliar and hypnotic genre mash-up wherein dubstep and chipmusic flirt with, and intoxicate your senses.

In a fitting guest-appearance, minusbaby lends two of his most sublime tracks to the album, just to get you in the mood.

Discover your own FATE as you continue your BIT.TRIP with this amazing audio companion.

TRACK LIST:

1. Left [sucka mcs mix] - feat. minusbaby
2. Patience
3. Frustration
4. Anger
5. A Large Part Of Your Mind Sliced [what mix] - feat. minusbaby
6. Pursuit
7. Sorrow
8. Truth

Title: BIT.TRIP.FATE Soundtrack

Genre: Action, Indie

Developer:

Gaijin Games

Publisher:

Gaijin Games

Release Date: 11 Jul, 2013

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Minimum:

OS:Windows XP SP3

Processor:2.0+ GHz

Memory:512 MB RAM

Graphics:OpenGL 2.1 and shader model 3 with 128 MB of memory

DirectX®:9.0c

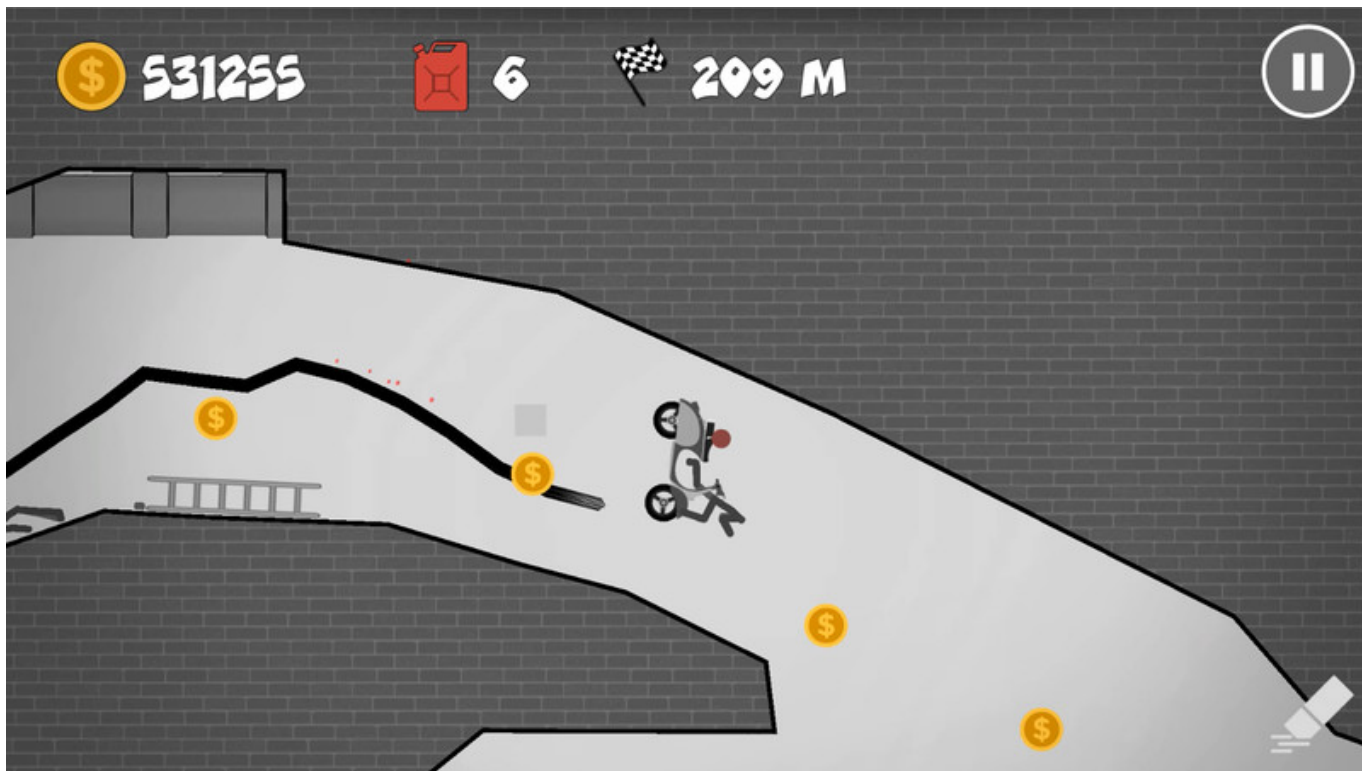
Hard Drive:100 MB HD space

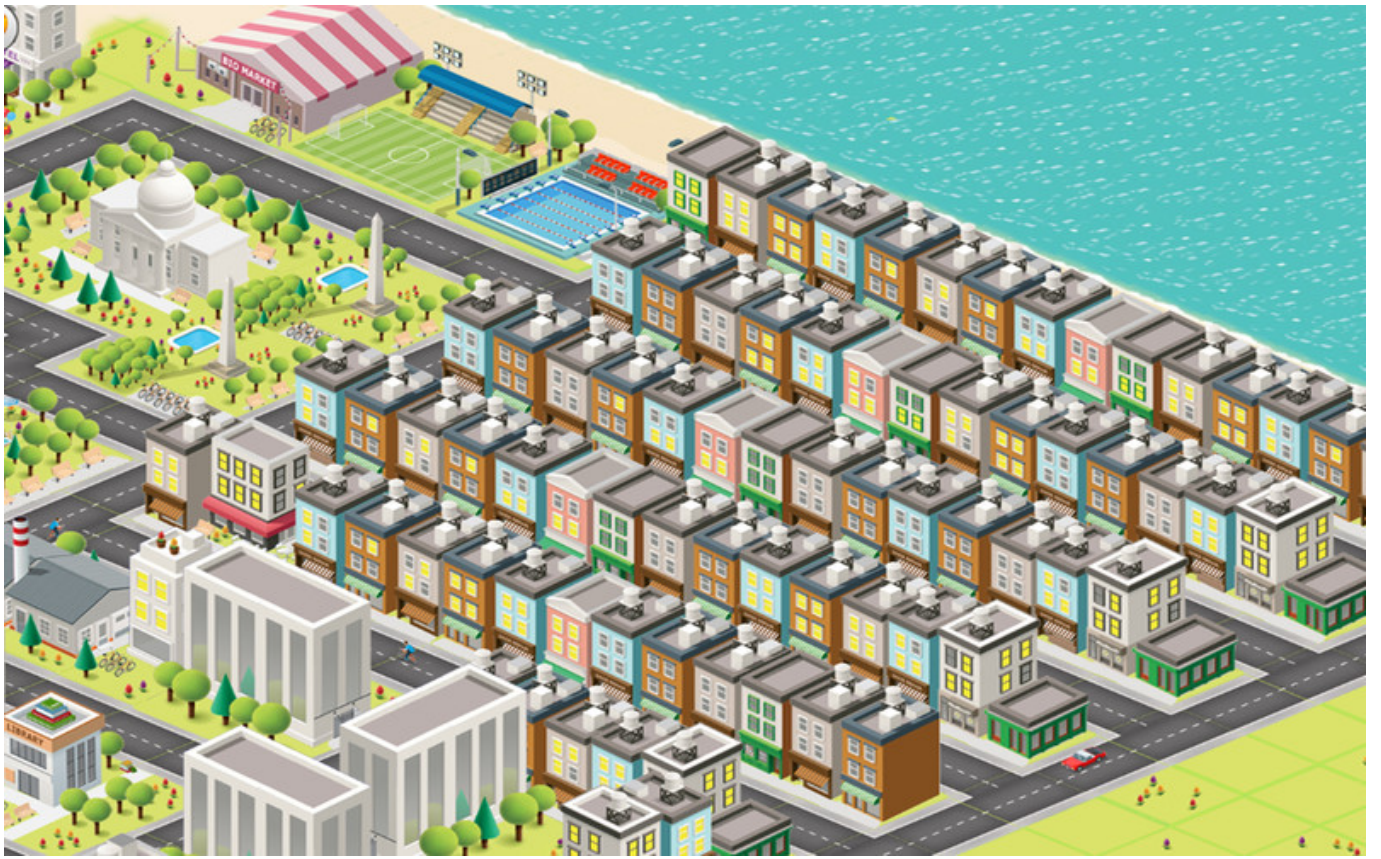
Sound:Any sound card capable of stereo output

Additional:Playing with a keyboard and mouse is recommended.

English







bit trip fate soundtrack

Probably could give a much longer review but I'll just sum up the things I love about this

1) Replay value

- Many teams to play
- Different length of seasons (16, 32, 48) + playoffs
- Ego mode, leveling system, and staff (player boosts) allow you to always have a challenge

2) Quality baseball mechanics

- Not 100% of baseball rules/tactics are there (no pick-offs, double switch), but it has a great arcade-simulation feel to it.
- Physics are solid
- Hitting is fun

3) Look and feel

- Probably part of the game that is most charming.
- The characters and stadiums are fantastic.
- Ads are hilarious. LOL Crab Pasta Bar ftw
- Made up players and teams. Nice deviation from MLB as the players and teams are always relevant to the environment.

I would suggest to check it out if you like baseball

. This still plays ok in 2015 except it is too long and you need to play too many missions. Only buy it if you have a lot of time available. Really. The combats are certainly challenging as the main enemies have a wide troop variety that poses many problems at once. If you are interested in this series then I'd suggest playing the older (but shorter) Aftermath first, skip Aftershock, then play Afterlight.. An excellent little arcade twin-stick wave-based survival shooter with fun gameplay and good replayability. I've clocked in a lot of time on the mobile version collectively and i find myself playing this a lot between the times where i play bigger games. I hope this game is selling well because in my eyes it's a great twin-stick shooter with a really fun (and dumb) story and an interesting art-style. Music gets a little repetitive sometimes but the track is pretty catchy so I don't mind. I'm glad this got released on Steam and if you like arcade wave-based twin-stick shooters with a fun style and great gameplay you should consider checking this out.. Honestly a very fun experience, and a zombie apocalypse story with a unique playing style. I don't think I've seen a zombie game quite like this one. Well done and diverse characters and fun romance scenes. Some lackluster components, very short, and a questionable ending though. All together a 7.5/10. A great game, 100% recommended although I would like to have a group for the community of this game and have more content

I like it. I died alot though. If you want a Rouge dungeon crawler for like 15 minutes or so this is your game.. Quite honestly, I found this story lacking in several areas. Poor character development and a rushed story left much to be desired. The ending didn't really leave me with any sense of accomplishment. I will say though that the story was well written, with few errors. Overall, I'd give this a 6/10, but I wouldn't recommend it.. I can without a doubt say that this game is not worth buying. Not at it's current price, or any price. The game sells itself as a visual with an Alchemy crafting system, to help tell the story and to fill the space between the visual novel sections. However, what the game is in reality is 95% Alchemy and 5% visual novel. That's way to much filler if you ask me.

But thats not the end of it. The Alchemy system is a barebones as it can be, with the player simply choosing a recipe, selecting what items to use and then crafting the item, only to then sell whatever item they have made for money. That's it. The only reason the 'Alchemy' mechanic is in the game is to serve as filler to make the game seem longer than it is. It's not fleshed out, or interesting. It's purely there to make the game seem longer so that the developers can justify a higher price.

The visual novel side of things is also terrible. The characters are bland. The interactions are lifeless. And the player made choices are so... bizare in how they affect the characters (Which they dont really do.) The game tries to sell the player an 'alignment' system to make the visual novel side of things more interesting. But again, similar to the Alchemy system, is purely there the pad out the game. It doesn't make the characters more interesting. It doesn't make the choices anymore meaningful. It is again, a mechanic that was only added to help justify a larger price tag. The developers care so little about this game that they didn't even add a proper ending. The game just... ends. No credits, no nothing. Not even an epilogue for the character you chose to romance. It's just a cash grab and you're not missing out on anything by avoiding it. In fact, you're better off if that's what you choose to do.. Update: I just got all achievements. I enjoyed it so very much. The MAXIMA MASH is the craziest mode I ever played. 10/10 would play again!

Certainly a very fun game I got really pleasant surprise. The only bad thing about the whole experience is the "Continue" option in the main menu – I don't know why is still there. You can't save the game; which makes sense because is just a casual roguelike.

My take on this experience are: simple input, simple flow good sense of progression and the difficulty increases gradually adding 1 new variable to the mix. The multiple game modes make this a perfect game and for this price... seriously, is a must have.. The engine is slow...never quite sure if the game has froze or still loading. the turns are slow and laggy. The game play itself is poor. Unless you like a laggy game that constantly over rides your orders and does what it wants anyway then hands you your\the moment you start to turn things around this game isn't for you. I have invested enough hours to assess this game as a boat anchor.. I was pleasantly surprised as the game turned out much better than the screenshots suggested. They cannot convey the game's strong points: the narration and the dynamic world that reacts to your movements.

The way puzzles are controlled made them quite unique and fun to do. Some were a bit easy but most were the right amount of challenging so I didn't feel the need to cheat and look for a guide. Puzzle controls were also very responsive. While in most games you press a button and some bridge slowly starts moving, in Pneuma everything is lightning fast. If you spam the button fast enough you can turn said bridge into a spinning blur. This really helped to make puzzle solving fluent and I didn't feel like the game was trying to waste my time with busywork.

The protagonist's inner monologue is very well written and amusing to listen to as he prattles on about himself, always had me wanting to know what he'll come up with next. Pneuma as a whole was very entertaining and kept me going from start to finish in one sitting.

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