Runers - Soundtrack Download Nosteam



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About This Content

This is the soundtrack to Runers, written by Andrew James Livingston. It's a top-down Rogue-style game featuring endlessly changing gameplay. The soundtrack somewhat reflects the customizability, as it varies greatly between stages. Many feature the sounds of orchestra, piano, and hip hop drum kits, along with a wide array of electronic synthesizers.

The soundtrack contains 23 songs totalling 57 minutes of music.

To view the soundtrack, right click on Runers in your game list, go to "properties", go to the "local files" tab, and click "browse local files". The soundtrack will be in the "Soundtrack" folder.

Track List:

Runers (Original Soundtrack) - 01 - Menu Runers (Original Soundtrack) - 02 - Cave Runers (Original Soundtrack) - 03 - Root Runers (Original Soundtrack) - 04 - Mine Runers (Original Soundtrack) - 05 - Boss 1 Runers (Original Soundtrack) - 06 - Ruin Runers (Original Soundtrack) - 07 - Ice Runers (Original Soundtrack) - 08 - Fire Runers (Original Soundtrack) - 09 - Boss 2 Runers (Original Soundtrack) - 10 - Nether Runers (Original Soundtrack) - 11 - Altar Runers (Original Soundtrack) - 12 - Inferno Runers (Original Soundtrack) - 13 - Boss 3 Runers (Original Soundtrack) - 14 - Final Runers (Original Soundtrack) - 15 - Boss 4 Runers (Original Soundtrack) - 16 - Boss 5 Runers (Original Soundtrack) - 17 - Challenge Runers (Original Soundtrack) - 18 - Event 1 Runers (Original Soundtrack) - 19 - Event 2 Runers (Original Soundtrack) - 20 - Credits Runers (Original Soundtrack) - 21 - Boss 1 Chippified Runers (Original Soundtrack) - 22 - Boss 2 Chippified Runers (Original Soundtrack) - 23 - Boss 3 Chippified Title: Runers - Soundtrack Genre: Indie Developer: LGK Games Publisher: Mastertronic Release Date: 2 Sep, 2014

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English,German,Russian







this game so realistic its so fun and good. Zebruh is the worst, well written, but the WORSTTT But Polypa was the best, 10V10, would shooshpap again. I bought this Game last Winter Sale as I had been waiting for Ages for this and the other Dark Parables to go on Sale and I must say I dont regret it.

First of all If you havent played any Dark Parables Games I recommend you to go back and play the first one as those games are meant to be played in Order.

Dark Parables: The Red Riding Hood Sisters Collector's Edition comes with the Main Story, a Bonus Story and some other Bonus Content such as a little Artbook, Bonus Puzzle Levels, the Soundtrack & Wallpapers

The Voice Acting was once again very nicely made and the Art Style was absolutely beautiful! Although you couldn't change the resolution, you were able to use the Steam Overlay and also got Trading Cards now.

I loved how you can collect during the Game pieces which will, once all of them are collected, give you a little background Story which is read to you buy a guy with a very soothing and calm voice. You can of course turn it off but you dont have to.

The Hidden Object Scenes were rather well hidden and the Puzzles were challenging. I personally did like them alot and was surprised how well you can hide something in this game.

The Story was absolutely lovely and reminded me a little bit on my Childhood just in a more Grimm way.

All in all this Game is fantastic, however due to the fact that is rather short I do recommend getting it on Sale rather then for its base price of 10\u20ac.

Here are my other Reviews for the Dark Parables Series:

Dark Parables: Curse of Briar Rose (Number 1)

Dark Parables: The Exiled Prince (Number 2)

Dark Parables: Rise of the Snow Queen Collector's Edition (Number 3)

Dark Parables: The Final Cinderella (Number 5)

Dark Parables: Jack and the Sky Kingdom Collector's Edition (Number 6)

Dark Parables: Ballad of Rapunzel Collector's Edition (Number 7)

Dark Parables: The Little Mermaid and the Purple Tide Collector's Edition (Number 8)

Dark Parables: Queen of Sands Collector's Edition (Number 9). A fun, but fairly easy little Diablo 1 knock-off with some decent QoL improvements. The storyline is incredibly simple as is the gameplay, but it has its charming little nuances, such as feeding your pet various fish to transform it (':. Fantastic game, everything about it, the story, the characters, the cars, the music the atmosphere. Well done to all involved, the only sticking point was the ending, but do not fear, there is a great "Epilog" mod by MrSergey1940 out there that runs within the friends for life mod, it is well worth a try. If only the characters continued in a follow up game, a wasted opportunity by the devs there.. What the hell happened? What should have been a shoe-in for an amazing game, somehow got smashed and mashed in it's HD makeover. It looks great, and on the surface, everything SEEMS okay, but the controls man, the controls have taken one too many hits, leaving them slow to react and a bit of a general fustercluck.. After a few years of its release on the console platform, the game finally reaches Steam.

The cartoon characters in the game stand out one after another, showing and associating their vibrant colors with their themes and dancing styles.

Each venue stands out between each other mostly, with unique effects and fireworks going off at the right time to the songs featured in the game.

Gameplay varies depending on your setup. Of course when it comes to rhythm games, timing is critical. Unfortunately, this game has no sync settings, which means that you may need to calibrate and adjust your graphics and audio settings in some other manner. Often times, I have to hit buttons earlier than hearing from the song in order to score a perfect hit.

Until the game gets more popular on Steam, online multiplayer is still very scarce. Considering its popularity on previous

platforms (and more importantly, its age), it's still yet to be determined on whether or not anybody is willing to play online.

If you're a veteran rhythm gamer, you won't have a hard time learning and adapting to the controls and gameplay rules at all. Considering your experiences, you might find the AI in tournament and skirmish battles to be a little too merciful.

Dance Magic is a nice, light, casual game for the rhythm game fanatic that carries the essences of previously well-known titles and creates a slightly distinguishable twist on how it can be played, either alone or against others. But its best you only get it if you find friends who have a common interest. Got it on sale with with low expectations. I'm enjoying my time and think it's a well designed game. Certainly a diamond in the ruff.

<u>I guess I'd describe it as a better starcraft 2</u> <u>It does have the moba elements, but it's a rts first, only using the moba bits as subtle objectives</u>

It's not Dawn of War 1, but it is a Dawn of War game. If you played "Hakuoki: Kyoto Winds", just don't even wondering. Play this part too! Yeah, this is THAT amazing. Best otome I've ever played. Frustrating, but enjoyable. A tower defense based on the soundtrack. The puzzles in the game will drive you mad and keep you coming back. :). Eonia is in Early Access, so most of the quest are off limits. But this Early Access is useful to get an idea of this project.

This game, embodies the spirit of others honoured ancestor, like Morrowind, but is more pacefull. The world is colorful, full of things to do (atm we can collecting plants, draw animal, map our region, but in future we can build things like bridge, cage, and many other things, gardening, fight creatures like giant tortoise, and sail, for example). The main quest in this Early Access is easy, maybe that's a little too obvious, but useful to get into our character.

What I appreciated is the developer's passion. This passion is in every book we read (very well made), in each plant or tree we can see during our gameplay. The impression is when Eonia will be released out of the Early Access we'll have a paceful and coloured world, full of tiny adventures, with many books filled with information of animals, places and characters, of this particular setting, and many "biomes" all different.

Also the skill tre suggests a development of a character oriented not only to fight and casts spells, but to fish, build. Eonia is more than "kill anything that moves". Requires a considered approach.

Suggested

. I really love the idea of this application (surprisingly not many sound-activated apps on VR), but I don\u2019t think it is quite \u201cthere\u201d yet as far as possibilities. Right now I can't recommend the experience for the price, however it has potential to be something much more, so I hope I can change this review in the future... The visuals can be pretty amazing, and I like how you can listen to your own music and use your hands to change shape and color or even cut through the environment. There is a whole lot of potential in here.

For me, it is only exciting for a minute or two, then it just becomes more of the same, shapes and colors, but they all keep looking the same. So yea, I am keeping this app because I think with more updates it could become something really interesting and worth spending more time inside. I hope the developers come back and make a menu of additions: More fractals, more color cycling, more interactions.. I bought this skin cuz I don't want to be distracted everytime I play the game buy it if you dont want to be distracted too

. You what'd be fun? A tactical RPG where 2V3rds of your actions are randomly chosen for you!

Sorry, this game looks like a lot of effort was put into it and if you don't mind the heavy element of chance in the fight it could be fun, but it really isn't for me.

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