
The Wild Eternal - Original Soundtrack Download] [key]



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About This Content

The Wild Eternal soundtrack aims to capture the mood of 80's adventure movies, such as The Never-ending Story, Dark Crystal and similar. The soundtrack is provided for free with every purchase of The Wild Eternal.

NOTE: Steam should auto add the soundtrack to your Steam Music Library, but the files can be found in your Steam directory (Steam\steamapps\common\The Wild Eternal\soundtrack) if you wish to move them elsewhere.

TRACK LIST

1. Ilsanjo - 00:09
2. Pyramid - 03:49
3. Beginning of a Journey - 01:56
4. Entering the Garden - 02:38
5. Garden of Lost Dreams - 06:43
6. Kapilavastu - 03:49
7. The Living Hills - 06:29
8. Statues of Mysterious Stature - 02:11
9. In Search of Liberation - 02:53
10. Entering Wakening Lands - 03:24
11. Wakening Lands - 06:19

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12. Entering Hollow Stones - 03:40
 13. Hollow Stones - 04:57
 14. The Dreams of Weavers - 04:01
 15. Trailer - 01:31
 16. The Wild Eternal - 04:00

Title: The Wild Eternal - Original Soundtrack

Genre: Adventure

Developer:

Jonas Kjellberg, Ilsanjo

Release Date: 13 Jun, 2017

a09c17d780

English







At the point of writing this review, I have clocked 55 minutes into the game.

Now, let's talk about the game. I bought this game at the price of a special promotion, probably some launch discount of something. Frankly speaking, I enjoyed what I paid for and I'm not even done with the single player mode yet. There are some things in game that can be better improved on, or simply if it was different. But that's just my two-cents that you should hold an objective view to.

First off, music. It's a vital part of any music genre game and here's the verdict. What comes with the game are great and there's a few genres of it to fit the theme of the characters implemented. They sound great, and fluid. No stutter or rubbish. Now that's brilliant in my view. And if you prefer a little extra, you get to play your own songs you already own in your computer by dragging into a game specific folder, and calibrate the bpm(beats-per-minute) yourself in-game. I played Alexandra Stan's Mr. Saxo Beat for custom and it was a smooth process of preparation and play all the way to end with no faults on my loaded music after import. So music is a pass in my point.

Next, we have graphics. Runs well on my computer with fluidity and and no tearing or stuttering. It's colourful and attractive, and fits the overall theme conveyed by the game. Character textures are great, so there's no accidental intersection of the 3D models, or at least I don't really have time to look at the models while attempting to keep with what's happening. I have no complaints and don't really have much take on this, but it's still a pass in my view.

Then, we have the all important gameplay. I have a complaint or two, but it's nothing major. Or could be, but here's my take. It's relatively simple and easy to catch on, and the tutorials are short and sweet. Tthat's a plus. Now what's interesting and different about this game is that, you may compare Dance Magic to other music dance battle games like Bust-A-Groove, Audition, whatever. It's almost similar. But here, you don't just enter keys as quickly as you can to match the keys that grow increasingly long in length to finish within a beat. The keys are provided for you, and they're always there and same, but you must follow the beat of the flashing metronome or you'll strike a miss before you even know what's happening. It's fresh, and I like it. Although, I would consider it a plus if keys actually do change after every completion of a set. As per things are now, I could memorise the keys, close my eyes and follow the beats and still win because there's not much of a challenge, however enjoyable it still is.

There are two modes in the game. Battle and freestyle. Oh, how interesting isn't it. But really, it is. They're two completely different modes of gameplay. Battle would be close to the gameplay mechanic I have described above, and freestyle is more like the DDR(Dance Dance Revolution) kind of gameplay, except directional arrows don't float up or anywhere. It simply stays there. And since I'm on point with the freestyle, let me start from here. I have a major complaint about this mode, but some would think otherwise. Freestyle mode sets a pink window with the directional keys for tapping at the precise beat of the song as a single glowing blue bar repeatedly flows down and back from top again, signalling the time to hit your keys. The window is locked to the left of your screen. That's fine. You get to enjoy the view of your dancer and the vivid backgrounds. Unfortunately, my complaint is that sometimes the flashing of lights or even a whole screen full of confettis can distract you. Maybe I'm just more easily distracted. Fine. But sometimes these distractions affect so that I can't focus on where the blue glowing bar is because there's too much going on in the screen at that moment. Fine, maybe it's just me.

And here's about the battle mode. It's basically what you know about music dance battle games like the earlier examples I've aforementioned. But here's what makes Dance Magic stands out. Like I said, this isn't a test of your godspeed fingers. It's about recognising beats and with that, you battle out with your opponents with moves of attacks, defenses, and interruptions. These are fresh concepts, and I like them. There are specialty moves that deal extra damage or buffs you. They may also be a great way to boost combo meter, and only considerable if they are defense and interruptions. They can rack up combos easily and help break opponent shields to get attacks through. Combos can also help you deal extra damage, but attack specialties themselves can sometimes K.O. your opponent faster than racking combos and dishing damage. But that's sometimes. There's no timer if you don't press a key and that means no miss. So watch what's happening on screen, but be smart with the real time battle. So back on point with the mechanic, I've also mentioned earlier it's not anymore challenging with the same set of keys, lest the increase of bpm on difficulty. But if I've to make a choice, I prefer this mode over the freestyle.

Narrations are all over the game, which isn't that bad, but it isn't always great. In battle modes, I have found that with my focus everywhere when things get messy, they help you by letting you know what is happening at the moment. When you're missing, stunned, ready to stun or when you're doing fine, the narration can be all over but may help. When it comes to freestyle, I have

no clue what it serves for. It's distracting, and sometimes narrated at a point it disrupts your rhythm and voila, I missed. I don't need a person to tell me I'm a legend or amazing or that my mom would be proud of me the whole time I'm trying to focus on where my glowing blue bar is to prevent a miss. So there, it's not that bad, but I wasn't a fan. At least his voice wasn't hard on my ears. A-ok. Perfects, greats and misses could have had different sound effects too.

You're probably wondering by now, "When are you going to talk about the multiplayer?" Well, here's your answer. I never got down to experience it because no servers were ever found for me. It's relatively sparse, considering the game is new and on assumption that not a lot of people own it. Here's hoping I'll find a friend or two to play with me so I can earn me some achievements along the way. But here's the good news. You can play multiplayer for both battle and freestyle. So take your pick guys, and get on those leaderboards when you find an opponent to play with.

Lastly, you're going to question about individuality in the game. Sure, customisations are minimal and most-importantly-not-ugly, and are readily available with no garbage micro-transactions. I sincerely hope there would be more than what's readily available in the future, but I have a good feeling that may come with micro-transactions. I mean, as much as we like an all-in-one package or freebies, you can't always expect a developer to dish out more than you're paying for. It's not always fair. But that's beside the point. One complaint I have, however minor, it would be extremely pleasing to eye if the developers could give each shop item their own skin icon instead of using the default skin icon for every single item listing. It's somewhat troublesome to click on every single item to see it dressed on your character in the shop, no matter the name of the item on list. It makes shopping easier, really.

So, I mean, all in all, it's not a bad game but may not be everyone's jam. It wasn't what I thought it was, but still enough fun to keep me going. I had secretly harboured the wish and desired that freestyle was closer to the battle mode, and similar to games like Bust-A-Groove or Audition instead of the DDR style, but here's what makes it unique as Dance Magic. There can be improvements, maybe new characters or songs, but for whatever it was priced and offered in game at release? Sure. I'll recommend it.. A 3rd person RTS, if you like RTS games, give it a shot.. I bought Zup-Zup! Bundle; only because of the massive amount of achievements that couldve been obtained. But to my surprise the game was actually fun to play and you could easily lose track of the time. Recommend it for those who wanna customize their steam profiles, hunting for achievements or just looking for a fun puzzle.. Awesome game.. its a good game. It's simple but fun : a true 2D golf with worms elements. You should try it.. This game is probably the best game I've ever played this year, I've never played a game that combined both the fun of randomness and the feeling that the game came from a cereal box, I played it with my good bud and we've laughed all way through. Even though this game is praised only for it's flawed physics and lack of maps and weapons, I believe that if the developer actually spends more time on this game, it can become better

Hooked at first sight.. It's a somewhat casual strategy game. It feels more like a puzzle or board game than anything else. For example, I believe the AI waves are the same every time. On the positive side, that means you can find an optimum build strategy for whatever kingdom or variant you're playing, hence the puzzle-like nature. On the negative, once you've beaten it with a particularly kingdom there isn't much point in doing it again.

For \$5, it's hard to go wrong. If you're a fan of strategy puzzle-like games, you'll easily get \$5 worth of entertainment.. Ok, this is an old game, but at its time it was lots of fun to play. Actually, I did not understand, why it did not rank much higher. It is a solid game which makes lots of fun. I played it through several times and that is pretty unusual for me.. It's my first RPG style game I'd play and I have to admit it was because of the horror side.. and the Halloween sale, but Hey I didn't regret it, it was awesome and I recommend it for everyone one who want a small game with serial killer who stalk you!. Love Engine is fun, relaxing, and challenging. I really enjoyed this game. I found myself breezing through the puzzles pretty quickly; however, a few of them stumped me for a bit.

The game is incredibly fun to play overall, but is it worth the money? If you don't mind paying for only 2 hours worth of content, the answer is yes. The game is cute, easy to pick up, and a great way to burn a couple of hours.

Pros- Beautiful music

----- Easy to play

----- Somewhat challenging puzzles

Cons- No option to pick specific levels

----- Game length. just a nice little game to relax on and take your time away.

funny farting sounds too when you hit each other lul

would like to see a button layout V combo

<https://www.youtube.com/watch?v=8AGkAFI60MQ>. Love the game 10/10. Very funny and good game if your bored and want a laugh! I didn't really like how fast the game went tho it just went super fast with only a few levels to do. I think it needs an update and add a few more levels, but it was fun to play with friends while it lasted. I disliked how fast everyone reacted and ran away in the game i think only the people around should run away. But i loved how it went because you could just make them run then put splats of "fudge (poop)" on the ground and they would trip and you could get tons of combos. I defintley reccomend this game if you can take games non-seriously and take a joke and if you bored or sad and want a laugh from a video game!. While this game is quite cute and interesting to play, with great reluctance I have to disrecommnd it. The camera and controls are just awful. It's extremely hard to judge where you are going to land when you jump, and many parts of the game require this from you (when you defend against enemies, or try to jump from one narrow scaffolding to another). The camera is sometimes disorienting and makes some already hard task harder than it should be (mostly, the final boss). Also, when you need to turn 180 degrees, the game makes the slow gradual turning, so you need to walk in the new direction for quite a while to aim exactly where you need. If you are trying to shot at an enemy that's coming towards you, in many cases you simply have no room to complete the 180 turn, you end up being bitten before that.

[I did finish this game, and I'm glad it's free and can be considered a kind of demo for the Scrap Garden. From the experience I had, I'm definitely not going to play the main game. Which is a real pity, because I liked the visuals, and the storyline, and the setting. But actually playing it is a pain.](#)

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