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Original Soundtrack for Crystal Story II.

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Title: Crystal Story II - Soundtrack  
Genre: Adventure, Indie, RPG, Strategy  
Developer:  
MDKSound  
Publisher:  
Emmanuel Salva Cruz  
Release Date: 6 Feb, 2015

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English







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The controls are a bit clumsy for building circuits and there are several spelling and grammar errors in the tutorials and objectives information. These 2 things give the impression that the game is not polished yet. Overall, the game is fun to play.. Now free, you play.. I don't know what it is about this game! It's pure gameplay, turn-based strategy, with boundless quirks. Every time I fire it up, I seem to discover some new aspect. It's great to play in short bursts. If you like roguelikes and are about mechanics, not flashy graphics, and enjoy countless deaths that lead you to mastery of a game, this is probably a game for you! Each and every region is an inventive twist on the gameplay mechanics.. flight controls dont work. I have seen better systems 10 years ago. this is a joke. I wish I had never bought this not sure what to call it. its not a flight sim may be 20 years ago but not know.. I'd like to work in this office a little more.. This has good potential but my issue is that people don't drop items after they die, that was a thing in Bomberman so the end 1v1 fight doesn't last too long, there also needs to be a timer as well.. Additional civilizations, voiced-acted campaigns about real historical events, defiantly worth a buy.. One of the top/best games of all time. Played it first and still have on SNES.

Coming from someone who complains a lot: This port is not bad as other reviewers make it seem.

-If you have never played this game buy it.

-If you talk about games and have never played this game....stop talking.

-You absolutely do not need a mod/patch for this port.

If anything I think the contrast is a little high.

When launching the game on steam there is an option to start in a launcher where you can change your resolution. That is the only, "Must do".

However you can YT a side by side video of snes vs steam versions and it looks very much the same but cleaner and higher definition in this steam port. As an example Terra's hair tie in snes looks like a big pink blob and in this version looks like a hair tie.

Wooo go crazy!!! The injustice to the art!!! \*sarcasm\*

-Think people complaining are some try-hards with bad opinions you should probably un-sub from. I would bet they never even played in 1994.

\*\*\*WARNING: Going to go on a HUGE rant about the sprites, interface, graphical look, frame rate, and reviews for this port now\*\*\*

It seems there is a popular theme on this ports reviews both on steam and in some yt videos. That is people saying they love the game but this port is bad as compared to xyz platforms.

I can't stress enough how absolute NONSENSE that is. This is a great port.

A common theme you will see when people complain or mention negatives is broad, vague, nouns and adjectives. Most do not actually give an example.

What is most bizarre is when there is an example given....and you compare this version with a past version in relation to the specific example....you will be hard pressed to even see a difference....especially in a negative way.

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So what im sure has happened here is largely based on a buncha posers. We all know people like this. I have friends like this. Good people, they mean well....but they are a buncha posers. Its people who are very passionate about the game(s) or at least want to portray themselves as very passionate about the game. So they get on the internet and read some forums. Notice a person said, "Hey these are different, this is ugly, this is bad." and then they just run with that concept. It makes them feel like they have some superior knowledge of the game. As if their connection to the game is so superior they have to bash it because someone else who appeared to be passionate about the game said something about it not being a true experience. The seeds of a fringe community.

It is 100% a non-truth that has just been regurgitated. Look at the game. Actually look yourself. Try to point to something specific as a comparison. Such as x thing about x character or x place in x time and x about it. You don't see stuff like that because it is a non-issue. As I mentioned...Terra's hair tie ...now looks like a hair tie. Edgar now looks like he has.... hair.... instead of a raccoon tail hat. Everything is less pixelated yet still pixelated. Someone mentioned frame rates....I can't even take that seriously. We are talking about a game that played on a 16 bit system. For the record I am 0% bothered by the frame rate. Start the launcher, put it in full screen, and up your resolution. Someone mentioned how the steam version ruined the intro to narshe and how it use to look much more scary, uninviting, and gloomy. IT LOOKS NEARLY IDENTICAL!!!! LOOK AT IT!

The interface....looks almost....exactly the same. You have some options to use a new bottom to top rising bar for combat. That is just insanity!!!! HOW DARE THEY give you the OPTION to use new stuff! \*face palm\*  
.....you can use the original.

100% people making crap up to seem like an OG wizard. 100% people trying to be part of some fringe you cant sit with us community. Very off putting to the majority looking to possibly buy this on steam and enjoy one of the best games of all time again but not join some society of supposed purists.  
I almost didn't buy this because of these reviews.

But then I did the research myself and actually looked. I watched the direct comparison side by side yt videos and used my own eyes not any of the comment sections.  
I also looked into the popular mod for the game. #1 mods from off steam not on curse or twitch are kinda sketch. Not saying this mod is but who knows if you happen to find it on a bad site. That's a huge pain. #2 In my opinion it's the mod that looks too different compared to this port. I like this port better than this "must have" mod. No disrespect to the creator, it seems they have spent an insane amount of time with it. What they made is incredibly good. I would recommend it if you want a different experience. But if we are going to sit here and compare snes to steam port to mod steam port.....I am happy with the 0 extra effort to keep the port stock as is. 100% mods NOT a must have.

I still have my original snes cart, box, everything that came in the box, peter olafson guide, prima guide, nintendo power guide, issues of nintendo power featuring ff3, snes system, controllers +turbo stick, bazooka gun, and mouse. I'm physically sitting here looking at them...and looking at this port....  
If you aren't a poser or looking to be part of some fringe community you will love this port and have nothing to worry about.. I found this game from the Path of Exile subreddit. BYTEPATH combines the complexity of Path of Exile's skill tree with a relaxing low-bit asteroid shooter. It's really fun to try out different combinations of skills and items and make a super OP build. Once you reach a high enough difficulty, you can loop the game over again and gain an additional passive nodes each loop, which helps you flesh out builds even more.

On top of all that, you can buy the source code and/or follow along a step-by-step guide to make a similar game yourself. The dev is very active with updates and hotfixes, and appears to be super involved with the steam community.

For \$2, it's really a no-brainer. I'd be fine if I paid \$5 for this.



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I really enjoyed the game. It is similar to Bowl Bound but much better graphically and the player ratings make a lot more sense. I cannot recommend it though because it crashes. I get an unpacking error where I cannot load my current league. I have not been able to finish one whole season before this error occurs.. Shitty game, really!. Some people mentioned that the art in Tiny Guardians resembled Kingdom Rush quite a bit, which was most likely intentional on the part of the developers. The game's mechanics were still fairly unique, of course; it didn't take the formula wholesale. That's something this game did. But cribbing from something doesn't necessarily mean your work is going to be bad, and Alien Robot Monsters is a pretty good title that adds to that formula. The game starts off in a colony-era sci-fi setting, where a contingent of space marines have been deployed to investigate an inhabitable planet. Unfortunately, you aren't the only ones attempting to colonize it, and shortly after landing the troop finds themselves attacked by...well, you read the title. Time to defend yourselves.

If you've played Kingdom Rush you'll get the hang of this pretty quick, and it might not jump out at you at first. You start with only one tower, a Depot of rookies who are armed with simple machine guns. Not long after you get the Tech Lab, who can fire slower bursts of lightning for bigger damage and armor-piercing. These are your two core units, which you can build into a ton of other things, depending on what upgrades you buy on them. Adding an extra soldier to the depot for example, allows you to make it into a marine barracks, your first blocker unit, while increasing range lets you make it into an outpost, a more straight tower upgrade. Likewise, you can make the tech lab into the science lab, a more powerful AOE tower, or the satellite uplink, which shoots at one enemy for high damage, and has infinite range. Every tower has three particular upgrades to it, letting even the earlier ones feel like they have a lot of impact while fully kitted out. The game also has a fast forward button, which it's cousin lacks, although that's in exchange for any hero units, which you won't find here.

That all said, there are some problems. By the end of the game you'll have so many paths you can take towers down that you might find yourself forgetting what upgrades are necessary to get the one you want. You can look that up in levels, but it's still a bit bothersome at times. Speaking of upgrades, one un-intuitive thing is that while most don't carry on to the next stage, some do: adding an extra man to the depot is advised even if you don't want a barracks, since the outpost will have only two members in it otherwise, and the tech lab's range upgrade extends to the science lab. By the end of the game I also found that I had so many options it was difficult to discern what would be useful, since enemies can have both armor (blocks bullet weapons) or shields (blocks science weapons), and can come in some difficult combinations. There were some I just never used much. The upgrades you can buy with stars also feel a bit lackluster, and maybe not as helpful as they were in Kingdom Rush.

Aesthetic-wise I find the game quite nice. The B-Movie inspired enemies all look appealing and satisfying to blow into scrap, while your attacks have some real punch, particularly at the end. Every tower has voice clips for when they're built and upgraded, which have a bit of that old RTS charm to them. The game doesn't take itself very seriously, which you could probably expect by the title.

I beat the campaign, did the optional levels, and unlocked all the achievements in about twenty-five hours, so it's comparatively a bit short. But ARM is well-paced, and constantly gives you new things to play around with, as opposed to so other games in the genre where you unlock your full arsenal and still have most of it to go through. If you've done everything or nearly so in Kingdom Rush and want more like it, or just want something different to it, I think it'd be a fine addition to your library.. Last time, i said that i chose not to ride level 14 costers due to my hands getting rekt. Well now, some coster decided that it would go even further beyond as a 15!

.....

I am going to ride it!

(one ride later)

What a ride it w-OH MY GAUD WHERE MOI HANDS GO?!?!?! CRANKY KONG BLASTED MOI HANDS!!!. The synchronisation in this game is better than Audioshield but worse than Beat Boxer. There were times when I felt like I was playing the drums to the music and it felt awesome... but at other times I just felt like I was playing a game of whackamole sort of to the music and times where I wondered if turning the music off might actually help my score as I would no longer be trying to time my hits to the beat.

I think the biggest problem here is that it is a game that is specifically trying to be a drum kit, but it's algorithm can't even tell the difference between a drum hit and vocals or any other instrument. There were times when I was wondering exactly what the game thought I was supposed to be whacking when there were no drums playing at all... Dianne van Giersbergen's vocal chords perhaps? The other rhythm games don't have this issue since they aren't trying to be a specific instrument, so it doesn't matter what they synchronise to so long as it follows the song.

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A suggestion on the forums recommends using USB audio for lower latency, but I noticed no significant difference between USB and HDMI audio - when the hits were out it was because the algorithm either missed a beat, or picked something that was not percussion to synchronise to.

If this is supposed to be a drum kit, why are there no cymbals, hi-hats, etc? There are just 10 circles that light up at random with no relationship to the percussion being played, and their placement only vaguely resembles a drum kit. The game does allow you to change the size and spacing between the circles (and they definitely need to be made a little larger than the default), but I can't help but think it would play better if I was sitting in front of an actual virtual drum kit and even better if I could adjust the placement of each instrument independently.

The game frustratingly ignores Steam's designation of which controller is in the left and right hands and offers no way to change the dominant hand. Thing is - I'm right handed along with most of the population, but it kept putting the pointer in my left hand, which was the opposite to what the tutorial was telling me, and the only way I could find to fix it was to take the wrist straps off and swap the controllers around in my hands. Other than that the UI works well and is quite polished - I had no problems navigating the filesystem to find my music, and it had no problem playing my collection of .ogg files :)

I hope this review does not come across as being overly negative - I still enjoyed the game and am likely to keep playing..  
<https://www.youtube.com/watch?v=nZOfkQIANX4>

The creators of "The Westport Independent" are either incredibly sick of hearing comparisons to "Papers, Please", or it's exactly what they were going for. And either way, it really doesn't work. Not in the grand scheme of things, anyway.

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