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## Pathologic 2: Soundtrack Full Crack [Keygen]



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### About This Content

Pathologic 2 Official Soundtrack includes original 14 tracks by Russian neofolk band Theodor Bastard and set of 40+ tracks from the game written by Ice-Pick Lodge audio director Vasily Kashnikov, the author of the soundtracks for The Void, Cargo! The Quest for Gravity and Knock-Knock.

### TRACKLIST

#### Theodor Bastard

- Darkness
- Children Are Burying The Doll
- Drops In The Endless
- Mourning Of The Gone
- Doctor's Dead
- The Temple Of Lost Childhood

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- Killing The Bison
  - Heart Of The Labyrinth
  - Lost In The Night
  - Macula Areas
  - Disappearing
  - Shaman From The Downtown
  - Volch'ya Yagoda
  - Darkness (no words)

### **Mushroomer**

- Air Castle
- All Dead, All Dead
- Archaic Way
- Asphyxia
- Canceled Show
- Canned Future
- Corner Trap
- Dead End
- Deep Dreaming
- Delusionist
- Destiny Teeth
- Dreamhouse
- Endless Rest
- Epilogue
- Eternal Sacrifice
- Exhumation Of Sense
- Gears Of Law
- Heavy Hand

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- Higher Than Sky
  - Illusion Of Choice
  - Infected Warehouse
  - Mad Mother Earth
  - Military Administration
  - Miracle Workshop
  - Nobody Home
  - Odongh
  - Panic Routine
  - Plague Awake Here
  - River Of Flegm
  - Rotting Stones
  - Rust And Blood
  - Silencio Zero
  - Slow Ceremony
  - Song To Bodho
  - Steppe
  - Stress Hug
  - Suok Circle
  - Taste Of Crime
  - Terminal Fever
  - There Is No Hope
  - Twyrin
  - Useless Science
  - Window To The Past
  - You Are Not Welcome Here

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Title: Pathologic 2: Soundtrack  
Genre: Adventure, Indie, RPG  
Developer:  
Ice-Pick Lodge  
Publisher:  
tinyBuild  
Release Date: 23 May, 2019

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English,Russian







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Don't buy it.. Wait for it to be on sale for.. well.. for Free.

I have never once regreted buying anything on steam ever, but this game i regret.  
I can't be bothered with spelling and grammar so i'll just list things, eaiser to get the point across.

I had to double check that this wasn't in early access because it just doesn't feel like a game, especially one that warrants \u00a333.00+ for.

It feels like a game made from one of them poor youtube tutorial videos, there is litterally nothing to it. I've dabbled with unity and what i've seen of the game so far you could make it in a day or weekend, totally not worth the money.

Cons:

- No options menus at all, no sound, graphics or controls menus nothing. Only 2 buttons "New game" and "Exit".
- It is NOT and i repeat NOT! a fast paced game from what i've played, you don't get timed at all, so it appears you can play a level for 10 hours and still complete it.
- The feel of player position to the camera seemed offset, i was constantly missing jumps, even basic level 1 jumps.
- Game uses "Tricks" to win, identical looking level complete doorways with no visual difference and if you enter the wrong one you lose. So think of the "Impossible Quiz" where you would trial and error the game.
- Other than tricks the levels don't hold any difficulty with no timer, you walk from 'A to B' and don't fall down, some blocks might fall from beneath you but they seem different coloured so just avoid them if you need to stop.
- No Graphics options, Sound options, control options, mouse sensativity options nothing.
- It has the caption "Speedrun" but you don't even need to run.

Heres the big one. They included what looks like a DRM free version of the game inside the steam installer that is supposed to be used if the game crashes on start up. WHICH IT DOES. The game crashes on start up, this is not early access but a full release.

Pros:

- It is a game, if you like running to the end of different corridors buy it and play it. I can't think of anything other than that.

Conclusion:

Yes i may be negative, but it is a simple game that anyone who has a remote clue of Unity or UDK could make. There is nothing that pushes the boundaries of gaming involved, you could play doodlej\*\*p and or flappythingy and get as much difficulty or more out of them.

To be honest, i don't know what i expected when i bought the game. But unless you have a passion for this sort of game or if you have more money than sense. Don't get this game, you will play it for maybe 10mins and probably never touch it again.

I have not spell checked or grammar checked.. My review

{LINK REMOVED} <http://tinyurl.com/OrbChambersReview>

[. I initially thought this was similar to HOOK, but I was a tad bit wrong. Similar mechanics but with something new on top of it. This time you have to drag shapes to their proper outlines in order to solve the puzzle, without having to untangle any hooks.](#)

[The levels are very challenging, however gotten stuck on one level that I needed to find a guide one; the level was a mess and really disordered me. Some of the mechanics in the levels may be red herrings, misleading, so watch out for that.](#)

[Worth the price, don't wait for a sale.](#)

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[Join and/or follow if you wish.. Somehow I knew i would love this game too much.. Very grindy, as with most cookie clickers. Nothing interesting. After playing for a day, won't open, freezes during loading.. This game is awesome. This game is a classic. When my wife starts playing this I have to beg her for my computer back. It's fun, challenging, and addicting. Great game to kill time when you don't have enough of it to play a real game.](#)

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i would recommend to anyone that likes tower defence games as you can speed up or slow down the game play and when you go up levels it gets harder to play and that is what i like in a game ( NOT TO EASY ). very good and responsive vr-drumset! would love to have a spacebar-kickdrum solution like Paradiddle has,though..that said,brilliant vr drums with even the recording studio enviroments of Tool and Pink Floyd! get it.

9V10 (spacebar kickdrum;). Not a better love story than Twilight.

In a word? Boring. Repetative dialogue (even when making different choices at key moments), dull characters (I honestly don't care at all whether we rescue the slaves, or whether the protagonist dies or not) and emotionless scenes make getting through this game a chore, which is suprising because it is so short.

If the player can't connect with the protagonist, then you have failed. The protagonist is supposed to be an extension of myself, and if I choose the option to fight, hoping that she would die so this particular storyline can finish, well that is a bad reflection on the story. Although it is not labelled as such, this is a graphic novel, and while the graphics are up to par, the story isn't; hopefully whoever created the artwork for this never collaborates with the author again and can move on to much better things.

When the summary asked "will you be tempted by elven romance?" I presumed that meant I would get a choice in the matter, but it seems that only in the endings where you die do you actually not have to suffer through this 'romance' that the game is trying to force upon you. The creators have obviously never seen any anime; the loner type, who of course is the pretty boy elf, is supposed to be awkward and standoffish to the person he likes before eventually, EVENTUALLY, letting them in enough to see that he is a good person underneath. This doesn't happen in a matter of hours as seems apparent in this game.

The graphics are pretty, but that is the only upside.. I bought Bot Colony a few years ago and I don't regret it even though the game is still in early access and probably will be for some time. This game is something completely different and unique. The developers of this game have succeeded in bringing to the market some completely new game mechanics that other companies are just dreaming about. They have come up with their own new AI mechanics for this game and made them part of the gameplay.

I would recommend this game for people who:

- Like games with new and unique approaches, new experiences
- Like games\genres with a bit slower gameplay (compared to fast paced action games)
- Like to support a small company that works hard to start a completely new kind of genre of video games that will bring the whole industry forward
- Are interested in AI, robotics, technology or scifi
- Are interested\prepared to play around a bit with robots and learn to communicate with them (Isn't really hard but not recommended for the most inpatient players or those that expect perfect AI that will be able to communicate with you like another human, the technology isn't really at that stage yet)
- Are interested in playing a game with a lot to offer but that is still a work in progress and rough around the edges in some parts

The game is amazing as it is but would be even more great if the devs find a new publisher who will see the real potential of this game\genre and the ambition and skills of these developers so we would be able to enjoy even more of their work in the future! There is no limit to the potential this genre and game series has with the right amount of work and money, I believe the technologies in the game will continue getting better and better with time.

I believe this game is ahead of it's time in many ways, in the future there will probably be more games that attempt to add similar mechanics to their games. Right now this is the best you can find and a game worth playing if you are interested in AI or games that offer new and unique experiences.. This was a hard read. To be honest I was constantly fighting between wanting things to go a certain way, and raging at the book when they didnt. Its like my choices always went wrong, but the story carried on anyway. As with all cya games, your mileage may vary depending on the choices you make, and of course you can always play again and choose differently. Still I always go by my first play throughs with these sort of games, As that when Im "choosing" the way I would, as opposed to knowing things and choosing to avoid bad things based on that knowledge.

All that being said, the writting is good. I believe I only saw one grammatical error the entire length of it. The world setting and the plot line are very interesting. The other characters in the game need a bit more fleshing out, the few opportunities I had to get to know them better didnt really tell me much more than their abbreviated backgrounds followed by a quick choice of how i felt about that. Also a certain character really really needs to be taken to accounting. I think I was actually more infuriated with how they were handled than the rest of how the story turns out.

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So if your looking for something different and dont mind your choices having some strange V unexpected V dissapointing results, this will definetly provide you with several hours of diversion.. I bought this game because I really wanted to play this, unfortunetly I can't because my computer is rubbish. 10/10 would spend the \$4.99 again just to have it in their library.

Serious review:

PROS:

Great Dev  
Awesome voxels  
Cool graphics  
Great idea  
Customization!  
Great weapons  
Cool npcs

CONS:

Other then the fact I can't play it I think this game, I think its awesome. So I don't hate it at all.. a sandbox game of a kind i never played - you walk in a town streaming, farting, gathering likes and donations, slapping other people. however i could not enter any building, maybe its is the works; i did not find any weapon, though i saw people with weapons i don't know where they have taken the weapons.

The main reason i was interested in a game was graphics - bright, light - i just loved it!

game costs cheap, i recommend to try it - hope it will grow to something interesting and descent.. It is a really solid game, with some great puzzles, interesting design and not so good combat. This mini planet level design caught my eyes immediately after I saw the first picture from the game. I think this is a creative design, which adds a unique flavor to the game. The puzzles were great to. Not too hard and not too easy. It just feels rewarding when you figure them out.

The only thing I didn't liked in this game was the combat. I don't know why, but it just feels repetitive and sometimes even boring after all.. 3V10

You know that annoying shelob minigame in Middle Earth, well this is an entire game of that. Graphics are mediocre. production is pretty poor. You rotate objects around until they fit with your perspective on them in 3d. Some might like this, I didn't think much of it.. I enjoy the soundtrack the most. The game itself, it is very well made. I'm not very good at danmaku/bullet hell games, but with the shield system, it's perfect!

I don't really have any major gripes with it, honestly. Other than it's still programmed for 360 buttons on the tutorial and text boxes, but that's honestly not a huge issue.

Pick up if you enjoy side-scrolling shootemups, wild happy music and magic storylines!!

If it doesn't have it, could use a co-op option!

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