
Starbound - Soundtrack Download For Pc [hacked]



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About This Content

Purchase the Starbound OST for access to the game's full soundtrack, composed by Curtis Schweitzer and Solatrus. Also contains a whole bunch of experimental tracks not available in the finished game.

The soundtrack contains a whopping **60 tracks** for a total of **5 hours and 44 minutes** of play time.

Track List

- 01 Horsehead Nebula
- 02 Stellar Formation
- 03 Eridanus Supervoid
- 04 Haiku
- 05 Cygnus X1
- 06 Psyche

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- 07 Large Magellanic Cloud
 - 08 Epsilon Indi
 - 09 Hymn to the Stars
 - 10 Europa
 - 11 Atlas
 - 12 Casiopeia
 - 13 Mercury
 - 14 Temple of Kluex
 - 15 Mira
 - 16 Procyon
 - 17 Blue Straggler
 - 18 Nomads (Passacaglia)
 - 19 Accretion Disc
 - 20 Tranquility Base
 - 21 Vast, Immortal Suns
 - 22 (Experimental OST) Arctic Battle 1
 - 23 (Experimental OST) Arctic Battle 2
 - 24 (Experimental OST) Arctic Battle 3
 - 25 (Experimental OST) Arctic Constellation 1
 - 26 (Experimental OST) Arctic Constellation 2
 - 27 (Experimental OST) Arctic Exploration 1
 - 28 (Experimental OST) Arctic Exploration 2
 - 29 (Experimental OST) Crystal Battle 1
 - 30 (Experimental OST) Crystal Exploration 1
 - 31 (Experimental OST) Crystal Exploration 2
 - 32 (Experimental OST) Desert Battle 2
 - 33 (Experimental OST) Desert Exploration 1

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- 34 (Experimental OST) Desert Exploration 2
 - 35 (Experimental OST) Glitch
 - 36 (Experimental OST) Inviolable
 - 37 (Experimental OST) Lava Exploration 2
 - 38 (Experimental OST) Lava_ Exploration 1
 - 39 (Experimental OST) Ocean Battle 1
 - 40 (Experimental OST) Ocean Exploration 2
 - 41 (Experimental OST) Tentacle Battle 1
 - 42 (Experimental OST) Tentacle Exploration 1
 - 43 (Experimental OST) Planetarium
 - 44 (Experimental OST) On the Beach at Night-- Original Version
 - 45 The Apex
 - 46 The Deep
 - 47 Drosera
 - 48 Error 0xBFAF000
 - 49 Event Horizon
 - 50 Gravitational Collapse
 - 51 I Was the Sun (Before it was Cool)
 - 52 Impact Event
 - 53 M54
 - 54 Starbound
 - 55 Ultramarine
 - 56 Via Aurora
 - 57 Glacial Horizon
 - 58 Scorian Flow
 - 59 Forsaken Grotto
 - 60 Stellar Acclimation

Title: Starbound - Soundtrack
Genre: Action, Adventure, Casual, Indie, RPG
Franchise:
Chucklefish
Release Date: 4 Dec, 2013

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Minimum:

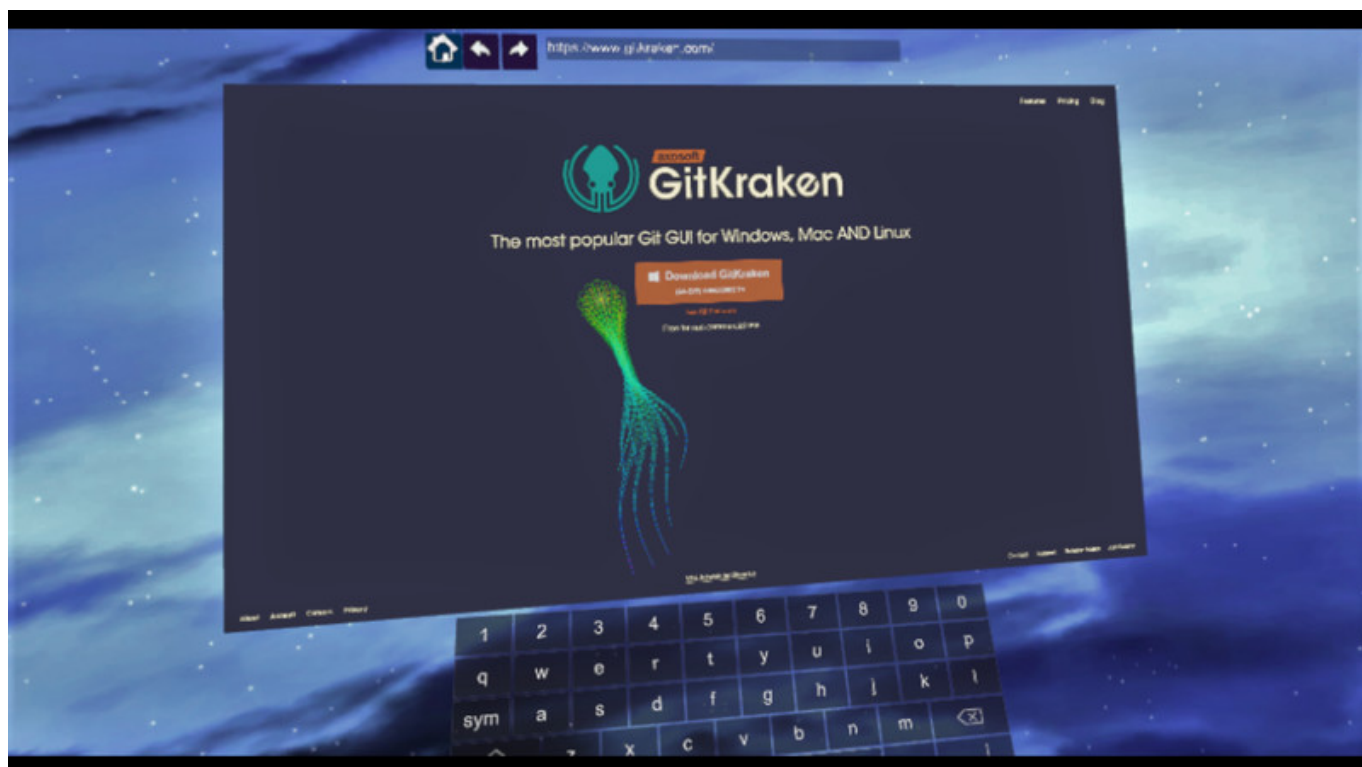
OS: Windows XP

Storage: 750 MB available space

English







Whos got a smoke for the Caper?. Is this Crysis?. A clever idea that lacks polish.

Cleverness: As other Battle Mages games it takes an interesting twist on the notion of a "hero unit" in the RTS genre. The hero is you, a mage who is astrally projecting around the battlefield. You command your units like a normal RTS, and your hero unit can cast spells, like a normal RTS. The main differences that make this game clever is that the levelling options for your hero are much more interesting than most hero units in the RTS genre. Four skills that each have a base effect, plus 16 levellable perks that are unlocked by the four base skills. Plus your spellbook which can grow over time.

Polish: Not much to say here except that the game doesn't have a lot of polish, even for a game released in 2005. The camera controls are cumbersome. The targeting is not very clear or precise. The user interface is not very intuitive. There is far too much "waiting for your troops to get to where you are" parts of the game. And the worst part are the bugs. Rarely do they break the game, but saving early and often is a good idea.

All in all, for fans of the RTS genre, who don't mind some rough edges, I think this game has some interesting stuff to offer.. There is no multiplayer just splitscreen. But it adds a nice twist to the original snake.. Up and down does not work, no controllet support, really not very well made scroller.

This game is so funny! I really hope they make another one in the future <3. I like graphic style and peaceful atmosphere of the game and locate states on the map and finding shapes was really fun. However as a non-american, other quizzes (Capitals, Flags, Mottos and Nicknames) were not very interesting to me.. Game is awesome. Great for all ages.. It's cute but it needs a few improvements. I want to be able to re-bind keys. It would also be nice to use WASD for movement, to use the mouse or a gamepad for movement. Powerups should stack up, not just change the way you shoot, so that there is a greater sense of progression.. Not a pleasant game if you only listen to symphonic epic hollywood metal.. The cheapest familiar DLC. Only really worth it if you want to hit a milestone (different amounts of familiars grant extra utility) and don't want to grind gems in-game to purchase one of the 'free' familiars. Or if you want to give Codename Entertainment a tip. The potions are just an extra.. The one good thing about this game would be the soundtrack everything else is trash.

Theres this annoying delay when you jump from time to time when you jump and its 95% of the reasons why I lose the run. Customization is half decent but after about an 1-1.5 hours you'll unlock all the customizations and than collecting coins is useless.

There's really nothing else to this game it doesn't have anything that makes it feel special.. ...

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.... I could swear I am seeing Final Fantasy Black Mage in this game! Anybody else see it?

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