

## Boundel Soundtrack By James Thorley Torrent Download [portable Edition]



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## About This Content

8 beautiful Boundel Soundtracks composed by James Thorley .mp3 Format.

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Title: Boundel Soundtrack by James Thorley  
Genre: Indie, Massively Multiplayer, RPG  
Developer:  
James Thorley  
Publisher:  
Eren Aydin  
Release Date: 28 Feb, 2017

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**Minimum:**

**OS:** Any operating system

**Processor:** Any processor

**Memory:** 1 GB RAM

English



Emmeline

They were livid. Engorged with rage. You'd think they were going to eat me, they were so angry.

Back Save Q.Save Q.Load Skip F.Skip Auto Prefs





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worst ♥♥♥♥ing camera ever. Fun game, once i figured out how to change the brush size and colour (instructions somewhere would have been nice).

I noticed some minor problems. In window mode the window changes its size back to near fullscreen size as soon as I enter or leave a gallery. Also rotating the objects is frustrating at times since they don't turn around so easily and then they turn too much. After a little patching I believe this game will be very enjoyable.. GG but no story.. Cool free little movie!

Good job on the concept. Music is well done.

I laugh at the end. Funny.. I realise that Nemesis was released almost a decade ago but if an older game is going to be re-released onto any digital marketplace then I would expect the game to receive the bare minimum in optimisations in order to perform adequately on modern hardware.

The video setup says it supports a wide-screen resolution of 1920x1080 yet everything appears to be stretched and in lower resolution. Certain graphics options are locked to minimum or are set to off, the option for highest detail and shadows will not activate, even with multiple restarts it just won't stick.

With a GTX 1070 I'm experiencing severe FPS drops when looking at certain objects or locations, such as the red and white curtain in Sherlock's home or much of the gallery. It's quite unexpected considering my PC specs and how undemanding the game is, yet the game will often drop to 30FPS, this is with v-sync limited to 60FPS.

I'd also noticed quite a fair amount of missing textures, particularly on interactive doors. There will be times where doors and cases will appear closed but remain open, allowing me to clip through them.

The keybinding settings are odd. I can't rebind the inventory, I can't use keys like left-ctrl. There's no notice explaining what's reserved until I'd discover them later in-game. There are a small number of spelling and grammatical errors but it's not a huge deal, as there isn't much immersion left to break after experiencing so many visual glitches.

Sometimes I would notice that dialogue audio ended abruptly, most notably with Sherlock during conversation. It was only a few milliseconds but noticeable nonetheless. Though I can easily tell that certain character's lines are over compressed and that a pop filter was not used during recording to protect the microphone.

It feels like mouse smoothing is present. Combined with the FPS drops makes for a sluggish experience. To me it honestly sounds like every character is voiced by David Mitchell doing a terrible David Mitchell impression. I often found that one of the most difficult challenges in the game was opening the door in first-person mode. I do wish there was an auto-save function, fortunately the game never crashed, unlike other older point and click games I've played recently.

Despite all this, the main aspects I do like are how involved I needed to be with discovering and solving clues. It can be very engaging until the "moon logic" starts creeping in. I also very much appreciated the in-built hint system, that I relied on heavily, and I also played the majority of the game in first-person mode as I found third-person camera angles to be too janky.. This game has moments of pure genius. The random star map, the varied towers (unfortunately the only useful one seems to be the minigun tower), as well as minor resource gathering/saving mechanics (forcing you to decide what to build/upgrade next).

However, the game lacks depth. Most of the challenge is derived from learning how to play the game. After that, it's just rote. You'll spend most of your time pressing the fast forward button and waiting (while watching your dudes go around and do things). That isn't what I consider to be fun.

Overall, I'd recommend getting this game only if you have more money than sense, to support someone brave enough to try to make something new.. Very Positive.. Revisited this game after nearly 1 year and only minor things changed, while nothing of the existing "game" got improved..

The idea is very good but execution lacks in every aspect. I got sick of nearly most fast paced shooters and I can stomach quite some crazy VR games. This game is stuttering on a TitanX (old model but still) the apparently laser scanned walls are open on so many places, other than the textures the game is nearly empty.

The gameplay itself is buggy most modes never finished them with no way to end it. Movement options are only

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for the core and do not work as well as one would think.

For some reason they added a useless map/room with some music and ugly animated npcs when there was still so much to fix.

TL;DR; dont even think about buying for this price. Very immersive, it blends simulation and arcade in a tasty mix, making it one of the best flying combat sims out there, a game that seems just as fresh as it was when I first played it as a demo in 1998. Heat seeking Sidewinders, Radar-seeking Amraams, bombs, and other air to ground rockets, the game offers you a large arsenal to complete a variety of missions that have a gradual incline in difficulty. The AI makes the game pretty challenging, often forcing you to make tactical decisions rather than locking your enemies and firing away. Since you have a small plane with limited rockets, you need to decide if you're going to use the long range rockets on those helos or try to take them out with the gun after you splash those menacing su-27's. Bombing missions are pretty hairy as well, as you have better accuracy at hitting the targets while flying low under flak rather than dropping them from the stratosphere. Dodging enemy missiles is always a difficult thing to do, for me, that's when the butt-clenching begins. Radar missiles can be dodged if you lower the plane beneath 100 meters, but heat seeking missiles are another business... Usually either you find a hill to hide behind, making the rocket to lose your track, either try to maneuver in a long arc to miss you. This is just a taste of the thrill that this game can give you.

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I love the idea of it, the classes, the skills, the builds, the weapons, the enemies, but there are just too many bugs. I ended up fighting to level 30, getting to the final mission, gaining my FIRST TWO legendary guns, only to experience an unresolvable game breaking freeze bug in the final battle, with no way to either win the battle or even abort mission. And message board searches state the devs could never figure it out. So I get to load my save and stare at my two new sweet guns without ever being able to upgrade them or even see what they do, let alone finish the game and progress further in harder difficulties. I'd rather it be a junk game that I know I should quit early than it to get my hopes up and make it so far only to break.. now all i had to do is just wait for the official english patch. No clear goal, controls are clumsy, and the "letters" you find in the game are almost impossible to read. I'm glad it was only ~50 cents on sale but holy smokes. Maybe it gets better a ways in but I'll never know.. Really good game and really fun to play with your friends!. This video by Dslyecxi says it all <https://www.youtube.com/watch?v=Fh3webkCo4Y>

[Game = 9/10 for now. Where act 2????. If you want a harder fortrix. thats the way you could go](#)

[This game is way less fanservicey than the other ones audioise](#)  
[Its also casual and fun once you are totaly bored and have nothing to do](#)

[7 carddrops - since they are anime around 13-17ct each.. thats most of the buyprice on the current sale](#)  
[Couldnt rly complain about that](#)

Pro:

- [Easy achievements](#)
- [Being able to lower difficulty to a babymode every small child could beat \(kappa\)](#)
- [Simply casual game](#)
- [steep difficulty](#)
- ["fanservice" for those that rly wanna have this its a plus](#)
- [cheap](#)
- [Many carddrops and no cheap ones either](#)
- [Music is quite okay](#)

Con:

- [1.5-2hrs playtime if you rush](#)
- [No real replayability \(mahjong/poker at least had\)](#)
- [The backgrounds often make barely any sense.. walking around in a bikini at a tanabata event... rly?](#)

[75/100 pretty solid overall](#)

[Price is okay for what you can get](#)



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