
FRAMED Collection - The Original Soundtrack Key Serial Number



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About This Content

This is the official soundtrack for FRAMED Collection, featuring original live jazz performances that fuse modern themes and funky beats to create an evocative, mystery-laden groove. The soundtrack includes the music from both FRAMED and FRAMED 2.

FULL TRACK LISTING

FRAMED OST:

1. Framed
2. Grace
3. Interlude
4. Get On
5. Cue
6. Carried Away
7. Redemption
8. Cast & Crew

FRAMED 2 OST:

1. Arrival
2. Strollin
3. Off The Leash
4. The Meeting

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5. Air Vent
 6. The Doors
 7. Skyline
 8. Mercy
 9. Cemented
 10. Memories
 11. Tiptoe
 12. Falling
 13. Ascension
 14. Bang a Gong
 15. Cardboard Box
 16. Confrontation
 17. Betrayal
 18. Leaving

FRAMED 2 Original Soundtrack credits & legal info.

Produced, Arranged & Composed by Adrian Moore.
Saxophone Performed by Lauren Mullarvey.
Mastered by Justin Shturtz, Sterling Sound NYC.

Special thanks to Claire Barilla, Joshua Boggs, Ollie Browne, Stu Lloyd & Suzie Szabo.

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For more information about the game, FRAMED Collection, please visit the store page.

<http://store.steampowered.com/app/322450/>

Title: FRAMED Collection - The Original Soundtrack

Genre: Adventure, Casual, Indie

Developer:

Loveshack Entertainment

Publisher:

Fellow Traveller

Release Date: 17 May, 2018

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Minimum:

OS: Windows XP+

Memory: 2 GB RAM GB RAM

Graphics: 512MB

Storage: 2 MB available space

Additional Notes: Playable by any popular media player

English,French,Italian,German,Japanese,Korean,Simplified

Chinese,Danish,Dutch,Finnish,Greek,Norwegian,Portuguese,Russian,Swedish,Thai,Traditional Chinese,Turkish







In my opinion, one of the most underrated games on Steam. It's a hard one to review though... I love it, but friends I've shared it with haven't been blown away by it. It has a very niche appeal (but thankfully at least has a demo)

The way I see it, it's a casual game for those who don't do casual games - partly why I think it's not been a big winner in the review department. It's too silly and looks too simplistic for the more "hard-core" gamer (or those who wish to avoid the likes of Candy Crush at all costs... and rightly so) but is too complicated and difficult for those wanting said Candy Crush style

It's match 3, but with a considerably refreshing edge. Instead of shuffling blocks so they're adjacent - The game is all about "streams". Basically, when a block is clicked, it will fire out a stream of its colour. If the stream hits another block of the same colour, the chain will continue... and so forth until 3 or more blocks have made the chain. Cue points, disappeared blocks and a little 'woop'. The really cool bit is that the blocks have directional arrows, which dictate the direction a stream will fire... and you can rotate them.

So not only are you looking for combos, but you're also having to redirect the blocks on the fly, often in a frantic rush to keep a chain going. It's considerably engaging and very fast paced for its nature - Particularly as you're often in a race to make combos to ensure the board doesn't fill up.

Adventure mode is where the fun really sits. 115 levels that make use of all sorts of game mechanics - you get a brilliant range objectives from clearing a certain colour, *not clearing a certain colour; aiming for large combos, keeping tiny combos... The variety is superb and means each level really feels quite fresh and unique - instead of just grinding the same objective over increasingly harder levels. It gets ruthlessly difficult later on, leading to some weirdly intense levels, thunderous victories and profuse sweating for such a "casual" title (ok, maybe the last one's just me...)*

Despite this, the game has an utterly gorgeous, relaxing backdrop. The music is exceptional (especially the title music) and, whilst some complain of the cartoony graphics, I find them to be very pleasing. The story is silly, but adds to the informal charm - it's all very "lovely" and the humour's dry and inoffensive. Think Spongebob: Light hearted, silly and a very ridiculous. If hearing "Who lives in a pineapple under the sea?" makes you want to gauge your eyes out - this game will probably have you doing the same. If you started singing along - you should be fine.

The only downside is that, beyond the adventure mode (and the puzzles hidden within it), there isn't a huge amount else. You can create your own levels and there's multiplayer - but none have really seemed to stand out or show much in the way of replayability. Adventure mode has a decent longevity to it though (think mine took about 19 hours, excluding puzzles)

To me - It makes for one of those feel-good games you go to when you want to shut everything off for a while, but still find yourself challenged. It's zen and it's intense - which appears to have been both its blessing and its curse. If you haven't bought the Help Bundle then please do.. I have spent every minute of the past hour absolutely gobsmacked by how awesome this is. Game of the year, every year.. Buy it when it's on sale

Then bust some balls. its a great game from the old times.

DONT BUY STEAM VERSION THOUGH.

it is very unstable. i got dropped a lot, you will have to do file swapping before instalation and there is no steam integration, besides paying your money & getting a bugged instalation via steam.... Lots of bugs, even the options menu had trouble working. Maybe when it's more polished this might be worth another look but at the moment it needs more time in the oven to be properly playable.

Nice action and graphics. I enjoyed the game play and the selection of weapons. Thumbs up!. extremely funny game about big old steam punk styled air balloons:

everything is greatly designed, if you are a lover of steampunk style (and you can't be a lover, as steampunk is cute))) you just can't miss this game.

earn money, win the fights, speculate the goods, enjoy beautiful levels design and developers' sense of humour :))). This game is a good example of why graphics don't make a game good. This game is from a different time, where games weren't really games. There were software limitations at the time. However! Despite it's simplistic look, it is actually a good game. The story is imersive as it describes a genetically created being and his life cycle. Think of it like the Talos Principle of it's time.

Pros:

- Good story
- Can run on any computer (No points for guessing why)
- The OG Talos Principle
- Immersive
- Fun
- The music is weird but really catchy and good.

Cons:

- Too short :(
- If you close the game... THE WHOLE GAME RESTARTS >:((To be fair it is like an hour long game).
- No tutorial. Litterally thrown in the deep end.

I didn't include graphics on the cons list because it's not fair to this almost 40 yVo game.

Overall 8V10 - Would recommend to anyone looking for a short, immersive, singleplayer game from 1984. As someone who tries to keep a look out for new and interesting Card Games on Steam, Harald flew right under my radar for a whole 2 weeks before I discovered it. Buried alive in the plethora of Steam releases of late September, it appears to have bypassed almost everyone else too!

This is a great shame. Because I will say upfront that 'Harald' is an absolute hidden gem of a card game! It's also beautifully presented, highly polished, runs smoothly and is incredibly fun to play!

Although very simple to learn and play. Harald is a game that takes time to master. This may only be a game with 6 card types (7 with the expansion) But do not be fooled. This is a game full of depth, tactics and strategy! Every card has a power and a function, which is in turn tied to the other character cards within the deck. How you play these cards is vitally important throughout every turn. Which can be the difference from winning well, to throwing it all away.

Since all cards are on display at all times, you have to be mindful of what cards your opponent has. Requiring you to adapt accordingly. Turns are very limited though, so you do have to maintain your focus.. Did I also mention this is just Vs a single AI opponent?

That's right. The AI is not a pushover. It will play fairly, but it will also play well just on Normal difficulty. It is very competant, sometimes a rarity for these games. Once you manage to understand all the mechanics of Harald, you will start to beat it, and you will find the nuances that make it tick. It is then you can move upto Hard difficult for a tough yet fair challenge where the AI will punish you for holes in your strategy.

If you want even more of a challenge.. There is also modes against 2 or 3 other AI opponents. Here. the AI does put up an even more interesting fight, and you really do have to attack opponent villages hard and/or get a very strong focus on how you structure your own village. Since there's less turns with more players, Your Council & Village strategy has to be on point and you do have to determine what your strategic focus actually is. A supportive backup plan is usually always necessary as well.

Online Multiplayer is also available here. Allowing you to take a rest from the solid AI and instead having you exploit the impurity of human nature in a 2-4 player format. From what I can tell, since this is actually a mobile port, you can take on iOS and Android users too! Although finding actual human players is hit and miss due to Publisher Asmodee Digital being more interested in focussing their efforts on the less superior Smash Up! and Ticket to Ride: First Journey titles across all formats.

Such is their franchise priority.

Also in Harald are basic stats tracking (For self goals), in-game achievements (Not Steam), and the ability to unlock each of the characters from original deck of cards from the physical card game to play as an alternative. Plus you get the Badger/Scholar expansion already built into the game. No additional DLC purchase needed!

So as it stands. Harald is one of the best card games on Steam! Easily beating most of the F2P CCGs that are available, and also being better than a large selection of the premium titles also for sale. For the price point too? You're getting a wonderfully small yet enjoyable game that packs a massively large punch!

Highly Recommended!. I found Corinne Cross's Dead & Breakfast to be a very enjoyable experience. The characters and cute artistic direction were my favorite elements, as they really brought the game to life. Taking a ride to Chloe's Roses with an inventory full of exquisite white flowers always brought a smile to my face. Chloe always knew I had the best green thumb in town! ;)

Corinne Cross's Dead & Breakfast is a shining example that good writing and smart attention to detail are vital to a game having a soul. Something that is sorely lacking in many of today's games.. I can't recommend this song to bass players, half the time you won't play anything, and the rest is rather simple and boring.. Know that Ranger doesn't bring anything new to the gameplay (though I like the idea of a hero scout), but it's still the Elven Legacy you know and love.

So if you enjoyed Elven Legacy and want more, don't hesitate. Especially for the price.

Note that this new campaign is clearly easier than Elven Legacy.. Absolutely love this game.. I've been following this game since about day 0 from Twitter. The developer was passionate about it all these years and so far, I'm loving it. BTW, the music is awesome.. The game at first sight was like not big deal, but for someone that played old school games i try it and then i saw the magic happen, it is really worth game to play, thank you creators!!!

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