Monstrum - Original Soundtrack Download For Windows PC

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About This Content

The soundtrack to Team Junkfish's survival horror labyrinth Monstrum in MP3 & FLAC format. Created by Jaime Cross

1. Menu Theme (01:52)

2. Wandering Alone at Night on a Ship (04:32)

3. The Brute (02:26)

4. Hiding From The Brute (02:34)

5. The Brute Stalks The Halls (04:32)

6. The Hunter (03:00)

7. Hiding From The Hunter (02:56)

8. Out of Sight, Out of Mind (04:56)

9. The Fiend (02:40)

10. Hiding From The Fiend (02:40)

11. These Halls Breathe Evil (02:52)

12. Clutch Control OST Main Theme (04:15)

13. Clutch Control OST Jimmy Peddles Rodrigues' Theme (03:12)

14. Clutch Control OST Miles Speedman's Theme (03:38)

15. Clutch Control OST Bad Happenings Theme (04:00)

Songs will be placed in a subfolder of your Monstrum Steam install directory: ...Steam\steamapps\common\Monstrum\

Title: Monstrum - Original Soundtrack
Genre: Indie
Developer:
Team Junkfish
Publisher:
Team Junkfish
Release Date: 17 Jul, 2015

 a09c17d780

Minimum:

OS: Windows 7 - 32 bit

Processor: Intel / AMD - 2.4 GHz (Dual Core)

Memory: 4 GB RAM

Graphics: Nvidia GTX 285 / ATI Radeon HD 4870 X2 - 1GB (Direct x 9.0c / 10 / 11)
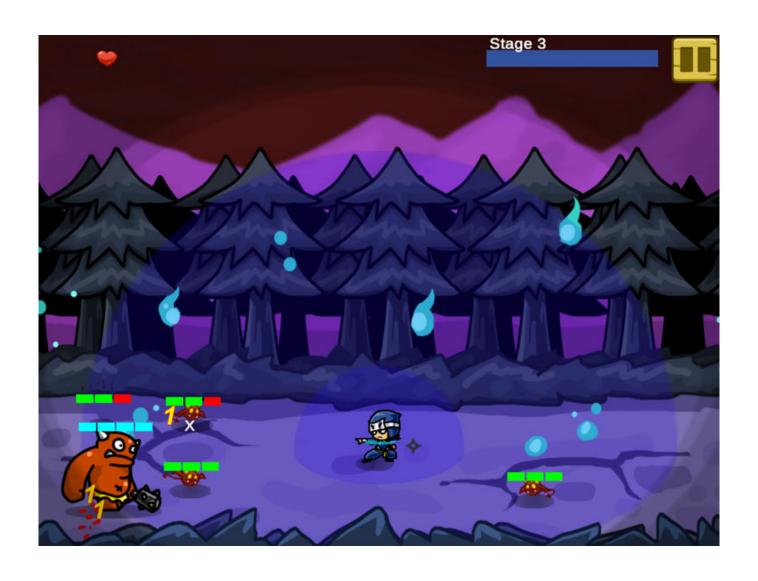
DirectX: Version 9.0c

Storage: 400 MB available space

Additional Notes: These are the same specification as Monstrum game and as such are higher than actually required to listen to the soundtrack alone.

English

YANKEE STADIUM | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | R | H | E

TB | 0 | 0 | | | | | | | | 0 | 0 | 0

NYY | 0 | 0 | | | | | | | | 0 | 1 | 0

1:39 PM

BOX SCORE | GAME LOG | LAST PITCH: MPH

NEW YORK YANKEES CONTROLS

QUICK-PLAY...

1 - PITCH | 2 - PITCH AROUND | 3 - PITCH TO CONT | 4 - HOLD RUNNER(S) | ... AT-BAT
5 - THROW TO 1ST | 6 - THROW TO 2ND | 7 - THROW TO 3RD | 8 - PITCH OUT | ... UNTIL RISP
9 - INTENT WALK | a - HIT BATTER | b - VISIT MOUND | | ... HALF INNING

PITCH-BY-PITCH | DEFENSE Infield Normal | Outfield Normal | ... MORE

OPTIONS | VIEW | BNN

TB TAMPA BAY SUBSTITUTIONS
NY NEW YORK SUBSTITUTIONS

#31 Aaron Hicks
CF: 55 | Arm: 60

#11 Brett Gardner
LF: 75 | Arm: 50

#27 Giancarlo Stanton
RF: 65 | Arm: 60

#18 Didi Gregorius
SS - Defense: 50

#29 Brandon Drury
2B - Defense: 60

#74 Ronald Torreyes
3B - Defense: 60

#33 Greg Bird
1B - Defense: 55

#52 LHP CC Sabathia
IP 2.0 BB 0 K 3

#5 RHB Matt Duffy
CON: 55 | POW: 40

#24 Gary Sanchez
Catcher Arm: 75

TAMPA BAY RAYS

#		PLAYER	POS
1	L	M. Smith	LF
2	L	K. Kiermaier	CF
3	R	W. Ramos	C
4	R	C. Cron	1B
5	L	B. Miller	2B
6	R	A. Hechavarria	SS
7	R	M. Duffy	3B
8	R	D. Robertson	DH
9	L	D. Span	RF

NEW YORK YANKEES

#		PLAYER	POS
1	L	B. Gardner	LF
2	R	G. Stanton	RF
3	R	A. Judge	DH
4	L	G. Bird	1B
5	R	G. Sanchez	C
6	L	D. Gregorius	SS
7	R	B. Drury	2B
8	S	A. Hicks	CF
9	R	R. Torreyes	3B

BULLPEN

AT BAT: RHB MATT DUFFY, 3B

STATS	AB	H	HR	RBI	AVG	OBP	OPS
Season	17	4	0	0	.235	.235	.529
Today	0	0	0	0			

Bunt f. Hit 60 | Sac Bunt 70 | Hitter Type Normal

RATINGS	CON	POW	EYE	SPE	STE
Overall	50	40	55	55	55
Vs LHP	55	40	60		

April: 5 AB, .200 AVG

PITCHING: LHP CC SABATHIA

Stamina 65 | Hold Run. 60 | Pi. Type GB

STATS	W-L	IP	H	ER	BB	K	ERA
Season	0-0	2.0	0	0	0	3	0.00
Today		2.0	0	0	0	3	

Pitches 23

RATINGS	STU	MOV	CON	VELO
Overall	50	45	55	90-92 Mph
Vs RHB	50	35	50	

Not bad but there's no way to fast dodge 1 block space away to dodge the most unfeasible part of the deal

This game is only worth some minutes of your time but i won't blame them! It is quite a good game even without option to dodge or more accurate way to play without just having the speed up and bomb limits that means nothing while it goes too fast or bombs aren't launched faster to go up with the speed of the game

Done!

i expect better games though in the future than just flash out games like these that are worth almost nothing but still fun concept. I like how the game was developed. Great puzzle game, however , way TOO HARD! Its unfortunate because this has some real potential. Since I bought it for 99c I wasn't too upset, but I can't finish it. Sad..... I purchased as a learning tool, and I see it as funding future development or a donation.

As for the game, Its is hard for a young person or child to understand the effects of driving while using banned substances, This is a game that can show you, and allow you to see first hand what it can do and why its a problem, Childern know from TV that mum and dad or anyone is not allowed to drink and drive, How do you make a young person understand, WHY?, playing the game gives you an idea of the reason and shows you first hand, I see anything towards making people aware, and helping educate on issues like this a big plus, I dont know what the developer indended this to be, an early educational software title is how I see it,

Play it have some fun, get drunk, take some drugs go for a drive, but take from this a life leason, don't drink and drive, share the message,

. Arkham City has been sat in my library since it pretty much came out. Although 99% of people who will read this review will probably already have City, it will just be a case of trying to persuade you to finally dust it off and complete it.

I have poured thirty two hours roaming around Arkham, it's a stunning looking game, even for current standards. The Arkham style combat system is at its best again, similar to Asylum, you can pretty much master the system when you can work out how to time your attacks perfectly, but you can add in plenty of combos to keep things interesting.

The main story is only one of the features here, I thoroughly enjoyed the main plot, with lots of twists and turns that keep you guessing right till the very end. Like most open world games, there is plenty to do apart from the main story though, tons of side missions, collectables and challenges that will keep this wonderful game going.

If you have the Game of the Year edition, you'll also have all of the DLC too, while some of it is useless in my opinion (the challenges) the story side of it is well worth playing through as well.

Basically, if you don't have Arkham City...well, where have you been for the past few years since it almost always goes on sale for at least 75% off, and if you are part of the majority who have it, I highly recommend you put aside a few days of your busy life and play this amazing master piece.

If you found this review helpful, please consider giving it a thumbs up. You can also find more reviews over at http://www.completingthebackloggroup.com/

Please also check out Completing the Backlog's Curator page here - follow for regular updates on reviews for other games!. It's a lot of fun, feels pretty polished, and makes you think. Throwing is, obviously a big piece of it. I can see why some say the throwing is "off" but I can tell you by flubs were my own. I think the throwing is fine. I'm not through the story yet entirely but if it can be expanded with new challenges\/puzzles\/story\/content it might compete a bit with Portal.

I use a vive and had zero sickness. Again it's fun and creative. Definitely recommend.. So easy!!! Nice game!!!

Amazing for players of games such as Command and Conquer and Dawn of War, or simply for amassing large armies.. So poorly made.. I was hyped about this game, love the story line, love the idea . . . just hate how they worked around it. Don't usually say this but my money was a complete waste on this one.. pros

+ good looking and detailed graphics
+ puzzles are enjoyable. you can also collect ingridients and make potions
+ creepy atmosphere. i like Louisiana setting
+ voodoo story is intriguing
+ hidden object elements are fun.
+ hint system very helpful
+ there is auto save

cons

- game could have been longer.
- there are no steam achievements
- game doesn't drop cards.
- abrupt cliffhanger ending is rushed and clearly designed to set up a sequel.. I installed that game, just for fun - and i had some fun and I think I will keep on playing.
Also looking forward to the next Update, lets see what that will bring with it.

If you want some fun-gameplay, buy it :). Was fun to begin but frustrating in the middle and i just couldn't be arsed to finish it.. Ok so this game is quirky, it is fun, and it is definitely different. It is an A-RPG at it's core, with a story, albeit short at the moment. I do recommend you give this game a shot, if you had fun with other ARPG's, even Binding of Isaac fans could really get into this, altough it has more in terms of items, and managing things. I guess I will do the standard Pros and Cons for people here. . .

Pros:
1: Game has fun old-school style graphics (I enjoy at least, not everyone's cup of tea I understand though)
2: You control a starship and crew, with mechs to help you in battle if you choose
3: Action-RPG that rewards skill, as opposed to just rewarding grinding as many turned based RPG's do (This is not turned based obviously being an ARPG
4: Many upgrades for yourself, and upgrades for your mechs
5: You can board enemy ships, to take them as your own, or buy a better ship if you want instead
6: You can choose to play as a fighter or a commander, either going in and leveling while killing, or letting mechs do the work and staying in the back
7: The price of this game is very low, and IMHO you will get your money's worth of hours of fun
8: Walking around areas, using the action key, you find genetic material or download data or find parts to upgrade mechs all space stations and stuff. Stuff that looks like part of the scenery, actually holds value, which I find endearing. It doesn't stick out, and scream "COME GET ME." You have to use your brain on this one folks.

Cons:
1: There are some bugs, although the developer responded FAST on the boards, then patched some problems same day.
2: The resolutions are a bit funky, and you must restart the game for them to take effect, some of them cause the game to be half off the screen, at least on my monitor.
3: The controls are a bit wonky as well, as how you move is very basic, 4 directions only for facing, can't fire in diagonal, and to fire you push numbers 1 thru 4, while using the WASD to move, is very hard on the fingers. (Can use numpad to move to make it a lot easier, not sure if you can rebind firing keys, as that would be very handy)
4: Taking Damage from enemies can be somewhat delayed \/ non-informative. They fire 4 or 5 shots at you, and each does 400 damage, and you die near instantly before being able to react.
5: From what I can tell, there is not information when killing an enemy on experience earned, or how far from a level you are, or what is in those brown sacks they drop that you pick up. I assume it is credits, but it gives no information.

All in all, this game is a good buy, and the developer has already commented that he is looking into adding the ability to build

your own space station in the game. Things like that, are so unique to a game like this, and I love that he is considering it, and not just going and doing the same tropes that 3\/4's of the developers do nowadays.. Its a horror\/exploration type of game created from what I know by one person. Game runs on CryEngine so of course it looks somehow good. Sadly developer abused the reflection effect on the objects to the point that everything looks like its wet\/shiny. No matter if inside or outside of houses. It looks weird and I'm sure it eats those few FPSs.

Other than that design of the terrain that player needs to explore its not bad (CryEngine vegetation always looks great).

The real problem with the design decision is the simple fact that game is too dark. Its pitch black at night and light sources in houses dont really cast any light on the surrounding. And the player have no torch\/light source of any kind.

Due to this it gets really uncomfortable and almost unplayable and it's a shame because I was actually getting into the games atmosphere\/mystery.

I dont know if the developer is still working on this project but I would not buy it.. GG but a little too obscure without a guide.. The primary grievance I have with this game is during some of the trials others are always given unfair advantages even if you did everything right. And sometimes (maybe due to scripting errors), you don't receive the rewards you are promised at all! Also the male romance options are less than female ones and they are not attractive both in personalities and appearances, that is so unacceptable considering the LGBT and gender equility policies Choice of Games and Hosted Games always seem to advocate in their game descriptions.