
Tangledeep ~ Arrange ~ Soundtrack Free Download [full Version]



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About This Content

The official arrangement album of **Tangledeep**, featuring 21 unique and inspired remixes of the original soundtrack's memorable themes and melodies! Published by **OverClocked Records**, this album features some of the finest talent from the **OverClocked ReMix community** who reinterpret Andrew Aversa's original work in a variety of genres and styles.

From serene, cinematic orchestra (Dale North's **Riverstone Serenade**) to acoustic jazz (Doug Perry's **To Undiscovered Lands**), progressive electronic (PRYZM's **Dreams of the Deep**) and heavy rock (WillRock's **A Beakful of Beatdown** and Norg's **Metal Guardian**), there's truly something for everyone on this compilation. Fans of Tangledeep's music are sure to enjoy!

Music provided in MP3 and lossless FLAC format with full tagging. A "Tangledeep ~ Arrange ~ Soundtrack" folder will be downloaded with both mp3 and flac folders containing all files.

TRACKLIST:

- 01 - DaMonz: Prepare to Learn (Training) [4:15]
- 02 - Dale North: Riverstone Serenade (Town Theme) [2:55]
- 03 - Chimpazilla: Secret Garden (Tutorial Dungeon) [2:50]

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- 04 - Joe Zieja: Groove Theme (Riverstone Grove) [2:57]
 - 05 - Nicole Adams ft. Ty Guenley: Into the Mystic (Dungeon 1) [4:08]
 - 06 - Nutritious ft. OceansAndrew: Shadowstep (Dungeon 2) [4:30]
 - 07 - Jon Person: callq____td_Int32__dun[0]_ (Dungeon 1) [4:24]
 - 08 - timaeus222: In the Heart of Home (Medley)(Medley) [3:33]
 - 09 - bLiNd: Bird Boyz Bounce (Villainous) [3:00]
 - 10 - WillRock: A Beakful of Beatdown (Boss 1) [3:55]
 - 11 - Tuberz McGee: Wait a Minute, We're Supposed to Haggle?! (Fun Merchant) [3:11]
 - 12 - Chimpazilla: Bollywood Nights (Desert Villa) [3:52]
 - 13 - TeraCMusic: Harmonies of Time (Dungeon 3) [3:15]
 - 14 - Mazedude: Tanglesleep (Game Over) [4:51]
 - 15 - Joshua Morse: SFC Retro (Dungeon 3) [3:27]
 - 16 - norg: Metal Guardian (Boss 2) [3:23]
 - 17 - Taylor Ambrosio Wood: Dungeon V But It's Jazz (Dungeon 5) [4:15]
 - 18 - PRYZM ft. Doug Perry: Dreams of the Deep (Dungeon 6) [3:16]
 - 19 - Flexstyle: Saga Progressive (Final Boss) [5:22]
 - 20 - Doug Perry: To Undiscovered Lands (Ending) [4:07]
 - 21 - Dhsu: Valse de Title (Opening) [2:32]

TOTAL RUNTIME: 1 hour 18 minutes

Title: Tangledeep ~ Arrange ~ Soundtrack

Genre: Indie, RPG

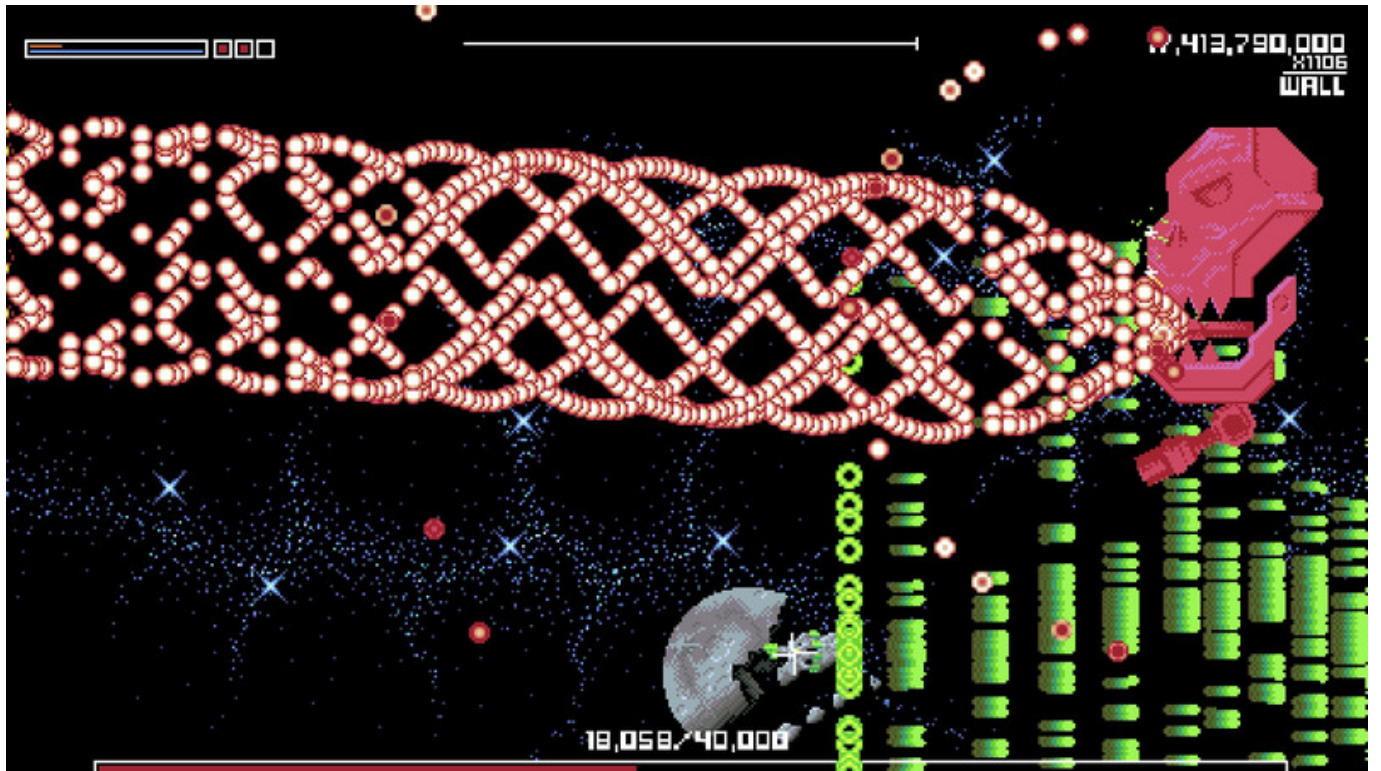
Developer:

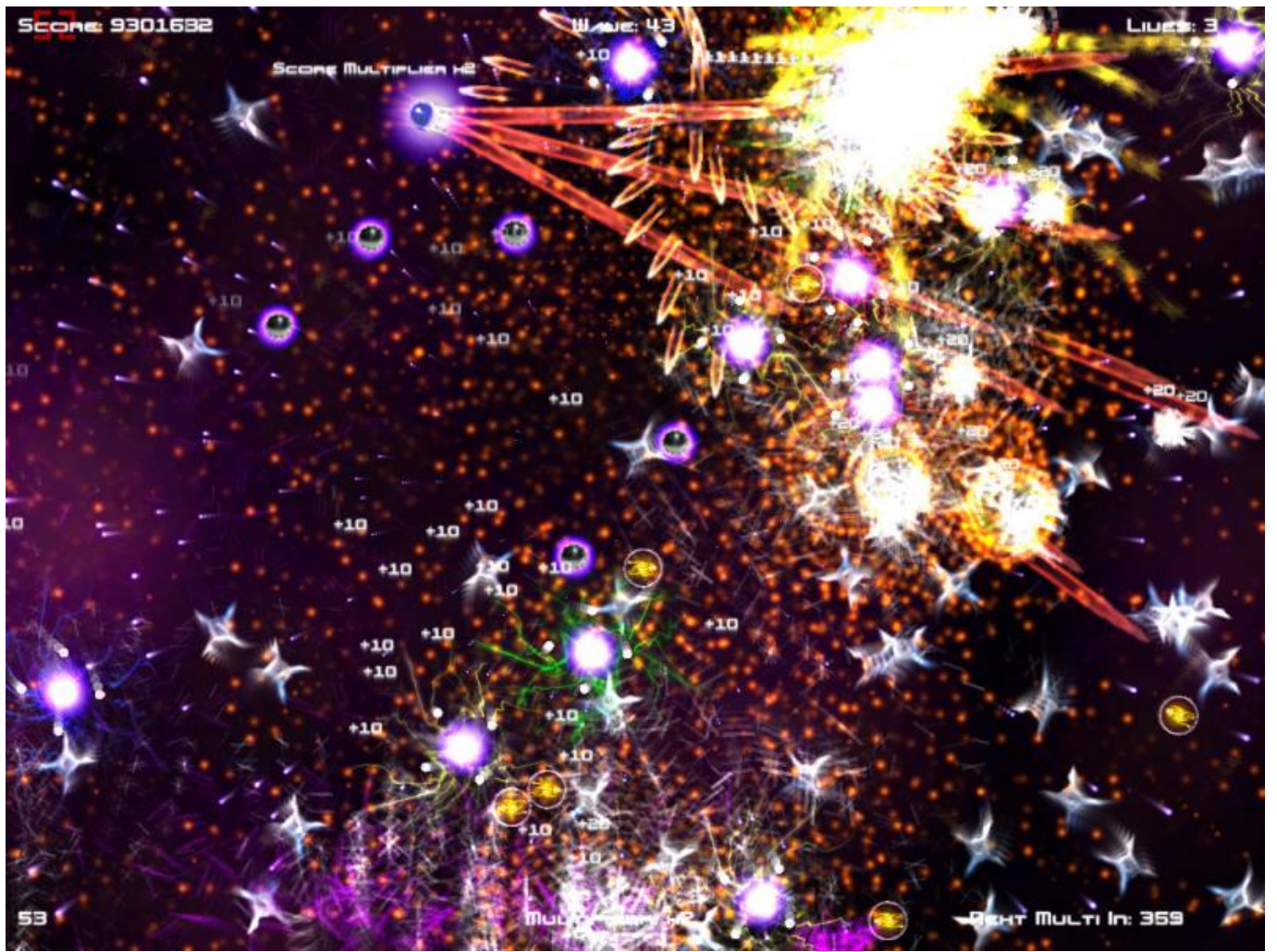
Impact Gameworks

Release Date: 6 Jun, 2018

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English,Japanese







Fun little platforming game that gets pretty difficult pretty fast. Cute characters, good level design, unique boss fights; what else could you ask for? Would make for a fun speedrun (^: LOVE THE GAME RECOMMEND IT HIGHLY HAVE TO PLAY. What a fantastic little game. It's turn based and reminds me a lot of sitting down with a group of people to play a pen and paper RPG. The plot is good, crafting is cool, and the combat and exploring mechanics are neat too. I landed mine as part of a bundle...but would have been happy to pay full price...knowing what I know now.. Interesting take on classism. Played quite a bit more then the 2 hours offline.. Tedious, tedious load screens and mission end screens. The controls are counterintuitive as well. Don't waste your money.

. Great game. I love the format, art style, mechanics, and pretty much everything about it. The only thing I'd change is a better difficulty curve. Right now it seems like the two difficulty settings are "hard" and "very hard." Something easier (even if it's just more lives and less time) that novice players could use would be great. I use this game as a VR intro for people, and it's perfect for that in theory. But it's just so hard that they get rocked pretty instantly and end up not getting to experience the game in full.

Obviously more levels, more dynamic locations, types of guns (tear gas or flash bangs!), etc. would be great, and I'm sure that's all coming as this goes through early access. But the lack of lower difficulty modes is the thing I'd like to see change the most.. amazing!

being a huge fan of the movie, i can safely say this is one of the best games i've ever played.

i am waiting for finding dory, and its video game iteration, hopefully we can see some competitive multiplayer. I think finding dory has the greatest potential for a competitive scene. please make this happen, pixar!!!!!!!!!!!!!!!. My favourite from the trilogy.

+Amazing soundtrack.

+Probably the best cast of characters in any ME game, Thane and Garrus being my absolute favourites. "Killing is an art and i am a master." How can't you like the lizard with that bad♥♥♥♥♥lizard voice.

+Great sidequets, unlike those in the first game which made me want to jump from the 5th floor of my building. No filler and fetch quests here.

+Amazing DLC, especially Shadow Broker which is probably the best piece of DLC i played in my life. Arrival is also good, as well as Katsumi story DLC.

+Better gunplay than in the first game.

+Great replay value (paragon/renegade, different classes, male and female characters also have some different dialogue options.

+Did i mention this game has an amazing bad♥♥♥♥♥lizard (<https://www.youtube.com/watch?v=vCQ4eCQoJSw>)

-No mako.

-Main story is wayyyyyyyyyyyyyyy to short.

-Less RPG elements than in the first game (no inventory, less stats)

-Probe away. Launching probe. Probe away.

All in all my favourite game of the trilogy. Can't wait for ME4, i just hope they don't mess it up.

Funny voice acting and lead in story, but quite old school gameplay so don't expect a Nuclear Throne like 2D shooter.

Linux port seems to run fine, but default keyboard settings are really geared towards two player on one keyboard, which makes them not very nice for singleplayer... but I guess you are best off using a controller anyways.

If you want a funny game to play with some old friends on a couch give it a try I guess.

Have not played much, but seems to be a decent enough game for the price.. Very good shooter on the vive. It's precise & have good graphics. The guns gives good feeling when shooting so far so good.

The game will be even better as the updates comes in.

Well worth the price compared to other vr shooters. 7,5V10.. This is a lot of fun! Really hard when you get up in the high levels, but being able to play it with a friend that doesn't have to have a VR headset on is just awesome, and I wish more games had this feature!. its a good game

. Great american simulator also like when the game glitch the voices so much that i hear ghost in my head now or thats the ptsd kicking in who nows lol.

On a side note windows 10 and it works so rng jesus bless my rig i guess.. It's actually a really nice game. I had some troubles with the graphics first, because...while I like old school 3D graphics, some of the enemies looked a little bit strange. But once I overcame this, I had a lot of fun playing this game. If you like old CRPG, this is for you.

The GUI is something to get used to and even if you do, there are still some annoyances left that will bother you throughout the game, but even Skyrim has those, so...

The graphics are, as said, old school 3D. Personally, I like this. But even if you don't, I bet that you won't notice it after playing it for a while.

The story is fun and the character interaction is too. However, it's never over the top. It's always likeable.

Don't get fooled by the first impression...you will feel like as if you are back in 2000 and are playing the latest and greatest game.. If you like platform puzzlers and don't expect games to be deadly serious, this one is the right to get.

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