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About This Content

This is a collection of supplementary content for kuso.

kuso Original Soundtrack

- A full 26 track soundtrack composed by James Bennett. Comes in 320kbps MP3 format with a runtime of about 72 minutes.

Fred's Notebook

- During the development of kuso, Fred kept a notebook of his ideas and sketches for the game. This is a scanned version of the notebook in PDF form.

Wallpapers

- 7 Wallpapers and Variations for use on your desktop.

Avatars

- 7 Avatars and Variations for use on Steam or other platforms.

Soundtrack Tracklist (Runtime: 01:11:43)

- 01 - Retro
- 02 - Deep
- 03 - Summer
- 04 - Spooky
- 05 - Halo

06 - Hula
07 - Astro
08 - Ergo
09 - Sunset
10 - Eastern
11 - Twinkly
12 - Meteor
13 - Strut
14 - Grampa
15 - Slumber
16 - Slumber
17 - Octane
18 - Skipper
19 - Tuxedo
20 - Mirage
21 - Clock
22 - Tundra
23 - Wizard
24 - Neptune
25 - Razor
26 - Nucleus

Title: kuso - Soundtrack Vol 1 + Collector's Content

Genre: Action, Indie

Developer:

Fred Wood

Release Date: 7 Nov, 2017

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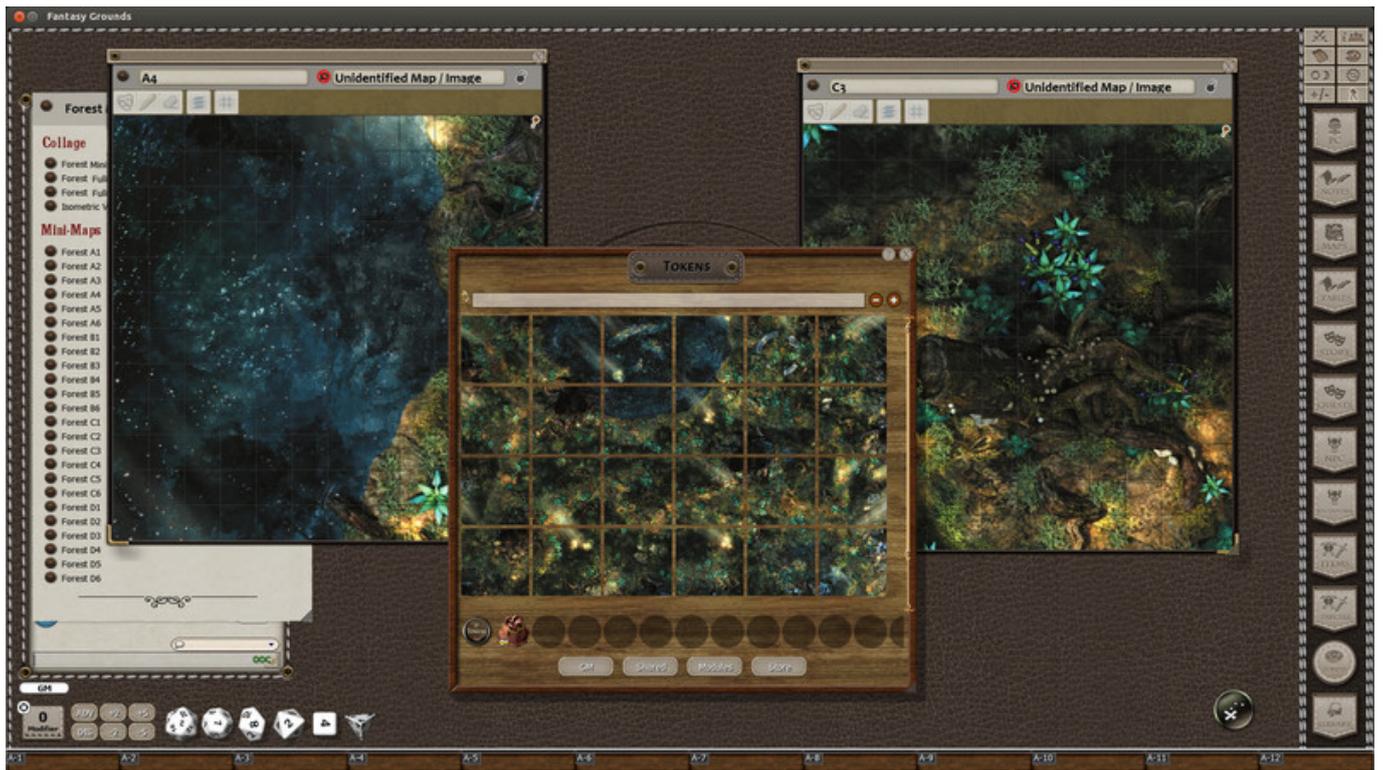
Minimum:

Storage: 200 MB available space

English







There's clearly more to this than what you get the first time you play it. Good Music. I wish it was longer, I want to know more about the game's world.. Game is not able to be played, it gets stuck on the tutorial and cannot go any further. Others have the same issue and as yet, no response from the dev's.

It is clearly not ready for sale but they are !!. controls are so bad..... Interesting idea, pretty graphics, and very smooth controls.

Note that the game is very, very short (completable in under 90 minutes).. Feels like I'm playing a Game Maker tutorial level.. Awesome game, although it's a platformer.. Beautiful game). This game would be actually fun if the developers had not decided to add the "chicken spell". It is quite literally the worst development decision I have ever seen, and I have played metal gear survive.. It's not the most interesting game, the graphics and sounds are mediocre and you have seen most of the content after a few rounds, but it plays quite nicely and kills some time. Would not necessarily recommend it for 5€, but maybe on a sale.. pretty good game

i will say that this game has its pro and cons but besides that i always come back to playing it in my free time, not because its perfect, but because it is a bit hard and yes i rage some times but i have fun everytime i beat a level.

Cons:

- bad jumping mechanics
- bugs

Positives:

- + Developers are constantly fixing and adding stuff to it
- + Price/content
- + Steam cards for people who collect them. guys we gotta get everyone to play this so we can have trading cards and backgrounds.. Not a bad resource management RTS game. Pretty simple stuff, basically just choosing which type of troops to put in the battlefield at any time. Still well worth the few pence I paid for it.. Started up the game and the screen was 90% obscured by unexplained explosions and light effects (the only area that wasn't was a small square in the bottom left corner). Checked settings menu, no option to change anything important. Restarted game, tried again, same problem. Fiddled with resolution and tried fullscreen mode to see if that made a difference. Nope.

Game looks interesting enough, but doesn't look appealing enough for me to risk getting stuck with an unplayable game if Steam refuses to refund me.

[Edit:]

I can't rate the game on its gameplay as I didn't get a chance to play it - the not recommending comes from the lack of obvious options for fixing the problem I experienced.*. Pickers is a hidden-object game that also combines a bit of memorization with simulated auction strategy. There is also an inventory system used largely for allowing you to combine pieces into one auction item.

In terms of replayability, after beating the game, I suspect that most might give it another play-through or a partial play-through and be done with it. Once you learn how to get ahead in the auction game, it really devolves into a pure hidden-object game.

The game probably should have implemented a drive-time to locations which would have added a bit more difficulty but would have increased the lasting appeal. Adding a time-management aspect would have sweetened the reward for knowing where to go.

7 of 10, and a high quality time-waster. I am not a hidden object game fan, but enjoyed this game for at least a good 8 hours or so.. Fun game.

I've only played the single-player version so far, but I bet it's really good as a local multiplayer game, too.. If you see this on a sale and you have a low end PC then this can be a decent amount of fun. Short game, full price might be a bit too high for the time that it took me to complete the game. Bought it in a sale though and that price was a perfect fit for what I got out of it.

The game itself looks great, high quality textures and ok lighting. The objects in it do become a little repetitive after some point though. Soundeffects were quite good and the music was not distracting and kept the game alive enough. Only thing missing for me that the world you travel in seems a little too static, it would have been nicer with some wind effects on the voilage and cloth drappings.

The puzzles themselves were not too hard and had good deal of logic behind them which made the game challenging but solvable without too much guess work.

Als nice narrator with a great story to tell that gives a nice view point.
. I love this game very good worth buying. good game but too short.

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