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About This Content

Venture into the classic past of JRPGs with twenty tracks of high fantasy from composer Joel Steudler! Memorable melodies recall the classic soundtracks of the 16-bit and 32-bit console era and fill your game with nostalgic charm. Adventure, action and emotion fill this pack. Also includes twenty Music Events!

Features:

- 20 BGM tracks suitable for battle, dungeons, field, themes, and towns!
 - 20 Music Events for memorable moments!
 - .ogg and .m4a formats included.
- Royalty free music to use in your game development projects

Tracklist:

Battle - Duel For Honor
Battle - Nothing Can Stop You
Battle - Overwhelming Numbers
Battle - Protect The Realm
Battle - The Mad King
Dungeon - Escape Room
Dungeon - Hidden Stairways
Dungeon - Maze Trap

Dungeon - Sacred Catacombs
Dungeon - Shifting Portal Place
Field - Greatest Nation
Field - Homeland Return
Field - Shattered Lands
Theme - Funeral March
Theme - Tournament Time
Town - Childhood Home
Town - Little Village
Town - Old Palace
Town - Pleasant Peasants
Town - Spooky Manor

Title: RPG Maker MV - Retro Fantasy Music Pack Vol 2

Genre: Design & Illustration, Web Publishing

Developer:

Joel Steudler

Publisher:

Degica

Franchise:

Maker

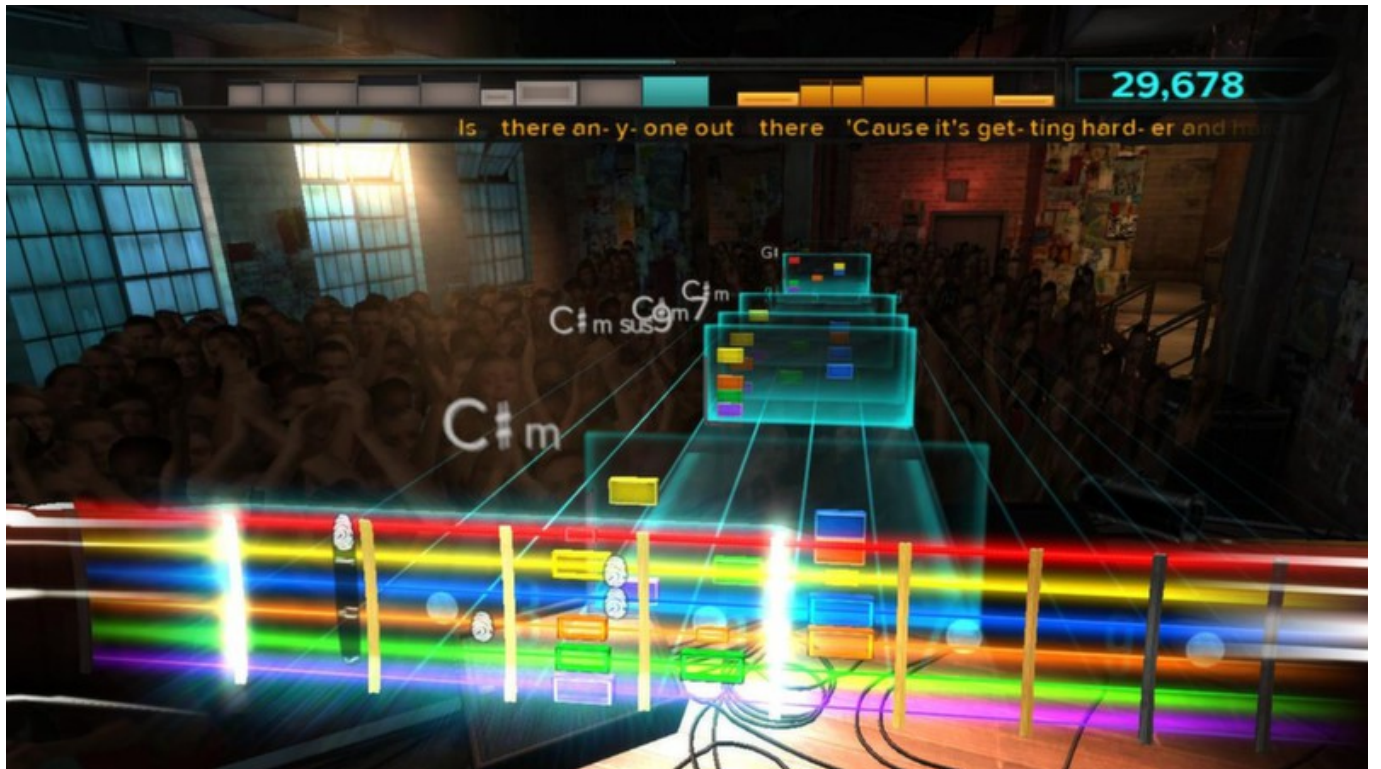
Release Date: 15 Nov, 2018

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English,Japanese







For the most parts i enjoyed. :). What you can expect to come in Glacier 3 is best forewarned when you boot the game. When you are greeted by a shrill, obnoxious siren that caps off the title music, you have to wonder if the rest of the game and all that it entails will be so unpleasant. The answer, sadly, is an unequivocal "yes".

Glacier 3 is a series of races undertaken around - you guessed it - glaciers. It has a "story mode", although there is no story. It is merely a sequence of races. Each race contains you and three other AI controlled drivers, as there is no multiplayer. On the map you may find powerups, two that charge your turbo and three that provide ammo for your weapons, with which you may take other competitors out of the race.

In the one hour I spent in this game, I completed all six campaigns or four tracks each. Really, it is my opinion that there were only three campaigns and twelve maps, as each map and campaign has a counterpart reversal, with nothing more than the direction of the track changed and the start and endpoints swapped.

The map design isn't entirely bad. There is some variety, and the environments are as varied as you could ask for in a game called "glacier". There are ice sheets, cliffs, mountains and caves. However, while some heart was clearly put into their design, the game also feels very rushed and incomplete. This may be most obvious in your first race, when you drive into a massive jump and realize that you can change direction in mid-air, the worst sin committable in a "realistic" driving game. Perhaps you can forgive it as you race along the minute-long track, but you suddenly find yourself crashing into a wall of rocks placed at the middle of an overhang. You think you've crashed - and you technically have - but it's okay, as that rock wall is also the end-point of the race. There is no finish line, there is no obvious landmark, just a pile of rocks in which you and your three competitors burn until the game decides that it is time to show the results of the race.

The physics are wonky all around, even beyond the ability to change direction mid-air. You will find yourself moving in a direction other than that in which your wheels are pointing. You will hit objects or other cars, only to be vaulted back 30 feet, do a ragdoll flip or clip through a barrier. You will fire your weapons on flat ground, only for them to literally blow up in your face. While you hopelessly bounce along the track, you may despair, as you can only unlock new content by winning a campaign. However, the AI is just as helpless as you are, and with a few turbo powerups you will find yourself abusing the game mechanics, deliberately turboing off a cliff about a sharp turn, resetting, and turboing again in your newfound direction.

Bad music, barebones graphics, lack of customizability and content, lack of multiplayer support and so on are all forgivable. However, everything about this game is mediocre, and I do really mean everything, including aspects that you wouldn't even think about in most other racing games because Glacier 3 does wrong what most games do not. That this game was published on the Wii is astonishing, although that perhaps explains what is possibly the least comprehensive menu - consisting of two audio sliders - ever accomplished in a video game. To summarize, the game plays poorly, does not look nearly as good as the store page's screenshots suggest and is outdone even by racing games produced in the 90s.. My 6y kid loves it. That's good enough for me.. on sale or full price this game is a hidden gem of awesome. This game is just all around awesome, the mix of tower defence and some other random game lmao. But if you want a cheap game with amazing content this game is for you!. This game is terrible. It is so short and there is not really anything to do except play the mini game and clicking a few buttons. I feel like 9.99 for the title is a mssive ripoff. DO NOT BUT THIS GAME.

Quite irritating sound-related crashes.. Like a lot of people say there is nothing like this game. It is clever, makes you be clever - especially on higher difficulties, and makes you properly feel like a spy rather than a murder machine who sometimes finds clues. The random nature of each mission makes it keep feeling like a puzzle. Yes the enemy only chase a few goals but I think it is better to think of it as a puzzle game that hides that fact very well. So crosswords only have so many clues and Sudokus are repedative when it comes down to it but because you are working it out each time it feels fun. It is also great when you realise it isn't truely random and the bits that aren't random make sense (ie if one spy agency is active in a city then check out their dossier and wiretap their allies in the same city).

The minigames make it. Each has its purpose and it's own skill set so find what works best for you as a spy and go for it (wire tap and infiltration for me).

The controls take a bit of getting used to and in some ways it almost feels turn based, that is there is a second between each action for you and the enemies so even if you respond a touch late they do as well.

I am sitting here on a rig in 2018 worth thousands wishing someone would make the next in this series (or just rip it off). Every year or so I come back to this game for a bit more of a play (only recently on steam, hence the short hours). It would make a 50x better mobile game than most of the stuff out there if someone made a mobile version of it.. Not worth it. Nauseating / epilepsy inducing sky of noise and poor production value disguised "this is an art style". No end goal, nor any real objectives. No actual neural network in this game either. This game is arbitrary and not good.. Local multiplayer DOES still exist!

My wife who isn't a gamer is terrible at this game but she still enjoyed playing it with me!

This is a great quick party game. Easy to pick up and fun to play. Use controllers, always.. Buy this game! It is good and space and explosions and Bruce Campbell!

...

Oh god please buy this game... I'M SO LONELY!

Please?

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