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About This Content

Painting becomes a little easier when you have some music to help inspire you! In Eastshade, you are a traveling painter on a quest of discovery. Capture its world on canvas, and take in its meditative soundscape. In this original soundtrack, you'll find all of the sounds you know from your adventures in Eastshade.

This package includes:

22 tracks from the soundtrack for the game (MP3 and FLAC)

Tracklist

1. Cave on the Shore
2. Lyndow
3. In the Reeds
4. The First Eclipse
5. The Tiffmoor Bluffs
6. Purple Skies
7. Bloomsacs
8. Meandering Trails
9. Balloon Ride
10. Bridge to Nava
11. Tavern Tales
12. Bustling Markets
13. Dream Tea Caverns

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14. Painting Flowers
 15. Walk and Reflect
 16. Old Lyndow
 17. Mudwillow's Lair
 18. Restless Reach
 19. The Tarnished Teapot
 20. Excavators
 21. Architect in Exile
 22. A Shadian Lullaby

Title: Eastshade Original Soundtrack

Genre: Adventure, Indie

Developer:

Eastshade Studios

Release Date: 13 Feb, 2019

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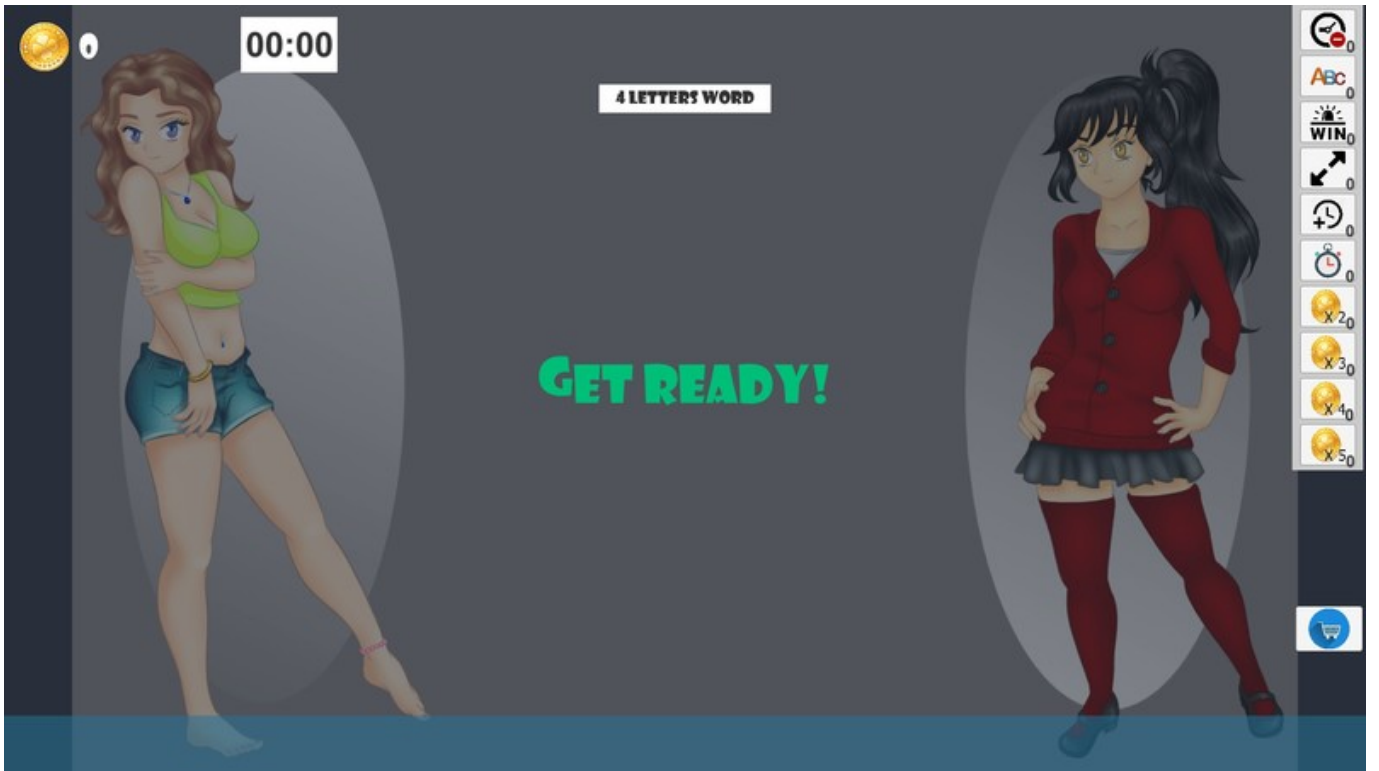
Minimum:

Requires a 64-bit processor and operating system

OS: any

English,French,German,Russian,Simplified Chinese







eastshade original soundtrack

Interesting short little VR experience. Not sure I agree with the premise but that doesn't mean it's not worth the time.. This is an insane amount of content for 8 dollars (currently on sale). The 4.0 patch also fixes pretty much everything that was ever wrong with X Rebirth. If it was to release today I'd expect it to get around a 90% positive score.. "Game" is not fun or funny. Only finished because I'm an achievement fiend. Humor just comes off as rude, and the biggest hipsters in America are probably the ones that make an awful "game" like this because they are completely out of touch which is clearly displayed. Comes off racist as well. I wonder who voiced the elderly Asians?. This one is a shame, because I sometimes enjoy HOG's and this one was decent...up until one puzzle which was basically broken, and I could proceed no further. As a developer myself. little raises my ire as much as completely broken stuff (that would be obvious to spot during testing) that never gets fixed. A reluctant thumbs-down on this one.. well first off the good you can sit down while playing.

the bad everything else. It's glitchy when it works it works when it doesn't it's not good. Alot of positive reviews are about where the game can head. Sure it could be great but as for now it sucks couldn't find one player online no rooms. No bots if you don't mind playing by yourself drveing around then it's great when it works. I may return it this is a online game and nobody is online. They need to promote this game like crazy because it could be amazing. Right now don't waste your money.. In terms of gameplay it was great, I loved the puzzles and I wish there where more puzzles to be honest. I also wished there was a log so I could read back on things.

Spoilers for the next part because it's going to be focusing mainly on the story.

Allright so the game starts you off as the creater which makes sense, you're fighting a new bad guy with a new ai. If the story had continued on that path then I would of been happy and this game would of gotten a reccomendation.

But instead Clip clip ♥♥♥♥ing dies, showing some animation which breaks my heart even more. Then the story goes like: WELP YOUR NOT REALLY A PERSON OR EVEN THE MAIN CHARICTER. and I'm like: What... ok let's see how this goes. I see the creator and I'm like: Oh so we'll fuze into the chip into his brain to make him stronger and continue the story like that. some resolution to this story at the end of it all.

But then the game is like: welp here's some♥♥♥♥♥♥on how crappy ai are treated even though they're sentient and stuff. And I'm like: Ok so this might affect our charicter in the future when we fuze with the creator so we can get ai rights, right? Also i'm really liking my partner Program x at this point because she changed her clothes and hair and is adorable and protec cinnamon bun.

Then it brings in charicters that I kinda care about but thought they where dead. then it brings in charicters I dont' care about at all and tried to make me feel bad when htey died. Relly didn't care about that pompadour wearing doctor, cool pomp tho.

Anyway the story concludes, Instead of reaching my full potential my charicter ♥♥♥♥ing lobotomises themselves and gives the brain to X who turns into not cinnamon bun who has to care for their mentally challenged brother who's now going to be afraid of having any power from now on. All my charicters ambitions die, there is no future fo that charicter, the creator is like: HA IDIOT i'll just make a better you scrub. I am ♥♥♥♥♥♥♥♥. and runs off.

My charicter goes from being a really cool charicter who's perversion was comedy relief. To a crippled ai with perf girl. To an ai with a mass of potential only to have all those ambitions and possibilities of being cool and stuff squandered. Then to a disabled kid. might of been fine if my charicter wasn't an ♥♥♥♥♥♥♥♥ and just split the power 50 50. They wouldn't even have to worry about making each other worse because from what I could tell the quantum computer's current processing power was bottlenecked to each ai's drivers or whatever. or htey shared a driver but still.

Overall there was no point to anyting in the game. Maybe a possible clone harem ending. . There are some really good parts to the three stories in Entre-Deux: Cursed but they only show themselves a little bit. They feel a bit rushed in many parts which is sad because they seem to have a great deal of lore to them. That is almost part of the issue. Much of the lore is not explained or not explained very much. Terms, places, religions, there is a whole world going on in these stories but I haven\u2019t the faintest idea what this world is most of the time. The soundtrack is good, a bit repetitive but good none the less. The Entre-Deux story was by far the best of the bunch. Dark Fairies and Cursed Queen was also decent. Witch and Seimoya was easily the weakest. It lacked any real chocies to make to affect the story. All 3 suffered from a turn based combat part in which you have no control over which moves are used which makes the entire battle random and out of your hands. This should have been scrapped or the player should be given more choice in the combat like a real turn based strategy game. It was infuriating to have to redo one battle three times due to no fault of my own.

\tI played Entre-Deux: Cursed on Linux on version 2.0 of the game. It never crashed on me once. I didn\u2019t encounter any

typos or spelling errors. It supported manual saves and plenty of slots for them. I finished all three stories in a total of 32 minutes. I am not against short games if it provides a good experience but the developer should have taken a bit more time to flesh out the stories more given all of the background details and so they didn't feel so rushed. I paid \$2.29 CAD for it and while that isn't much money it still feels a bit light for content. There are a lot of visual novels out there which offer a better story, more choices and similar cost. I think the developer shows potential with this and hopefully their other games hit the mark better.

My Score: 5.5/10

My System:

AMD Ryzen 5 2600X | 16GB DDR4-3000 CL15 | MSI RX 580 8GB Gaming X | Mesa 18.3.3 | Manjaro Mate | Kernel 4.20.11-1-MANJARO. pretty good game. Had a great fun. This game is a blast!. One thing is, I cannot comment on weather this is better or worse than the first season. The main reason I play these games is for the story and comedy. This is overall a great adventure game, which I though was more difficult than the first season. Deffinatly recomended if you like Sam & Max in any shape or form.

thumbs up from me. Why am I playing this?. This game might provided some good experience though, but it didn't afford clear tutorial. Additionally, I thought that I prefer using it on smart phone rather than playing on PC platform.. **I played this on the Oculus Rift with Touch controllers and there were no issues. So I'm in the USA and I know next to nothing about Cricket. Meaning, I know it looks like baseball, but other than that I have no idea what's going on in a cricket game. I was flummoxed by why the ball was going behind me even though I was hitting it straight on. Then I took a good look at my bat and realized I had it facing the wrong way.**

I did hit some homeruns, but usually I was lucky to even hit the ball. Cricket definitely has a higher difficulty curve than baseball (even though I'm sure a 100 mph is harder to hit than anything in Cricket). The reason for the higher difficulty is because you have to guess at where the ball will bounce. You are hitting the ball after the pitcher bounces it off the ground and you have to notice the way it was pitched to be able to correctly guess where it's headed.

So a lot of the time I was whiffing completely. A lot of ground balls that hardly went anywhere. Don't even talk to me about the scoring, I have no idea. The game is also very barebones and lackluster in the graphics department. Still, I had some moments of fun. And I learned something about cricket, it's way harder than it looks.

So should you spend \$2.24 on this VR title? Depends on the type of person you are. Do you like trying out new things? Do you mind a lot of frustration until you're finally able to get the gist of the game? Then this is worth \$2.24. Otherwise, just skip it all together.

Sale Price Rating 5/10. You can finish this game in 1 hour. It's a really little game and u cant expect much. But I liked to play it. It's easy and a good way to passing the time..

ТАК меня еще никто не ♥♥♥♥♥♥♥♥♥♥ывал!

у половины шмоток и оружия НЕТ ТЕКСТУР, ♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥, НЕТ ТЕКСТУР ЁБА! ЭТО ЧТО ВООБЩЕ ЗА НАХРЕН!?! и патчей, чтобы исправить это♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥ТОЖЕ НЕТ!

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