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## About This Content

This soundtrack contains 35 beautiful original scores composed by Rourkie Daniels, including bonus tracks that didn't make it into the game, as well as a special insert containing insight into the composition process. The tracks are DRM free, and in MP3 format and in non-looped versions for your listening pleasure.

To locate the DLC please follow these instructions: Right-click (Ctrl+Click on Mac) The Pirate's Fate in your library, then select Properties>Local Files>Browse Local Files.

\*Special Note: 6 tracks from the game are not included. Additional music was composed by Ebunny, Tim Beek, and Artofescapism. These tracks may be found online through Ebunny's Bandcamp page, Tim Beek's personal website, and Artofescapism's Free Music Archive page.

### Tracklist:

01. Main Theme (1:29)
02. Something is Happening (2:52)
03. Incidental (2:50)
04. Underwater (2:38)
05. An Uneasy Proposition (1:54)
06. Leeko the Great (2:20)
07. Darius's Legacy (2:52)
08. Great Evil Approaches (2:39)

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09. The Cave (3:00)
  10. A Tender Moment (2:47)
  11. How Interesting (2:16)
  12. A Gift from the Goddess (2:39)
  13. Mourning (2:12)
  14. Serious Business (2:10)
  15. Hole in the Ocean (2:24)
  16. Angelic Mila (1:44)
  17. It Will All Be Okay (4:30)
  18. Something is Afoot (2:56)
  19. Making Mischief (2:04)
  20. Romantic Rendezvous (2:29)
  21. Something is Different About You (2:32)
  22. I Think I Have a Plan (2:14)
  23. Tension Rising (2:21)
  24. Can We Just Leave (2:40)
  25. A Brief Momentary Pause (1:30)
  26. Really Serious Business (2:31)
  27. Interruption (1:12)
  28. Into the Mirror (2:51)
  29. Truly Serious Business (2:12)
  30. End Credits Theme (1:18)
  - Bonus - Mila's Theme (1:26)
  - Bonus - Big Leeko and Chef Leeko (1:40)
  - Bonus - Bear Darius Theme (1:01)
  - Bonus - Those Pirates are Fast (1:23)
  - Bonus - End Credits (Full Length) (3:16)

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Title: The Pirate's Fate - OST  
Genre: Adventure, Casual, Indie, RPG  
Developer:  
T.F. Wright, Volkenfox  
Release Date: 27 Mar, 2018

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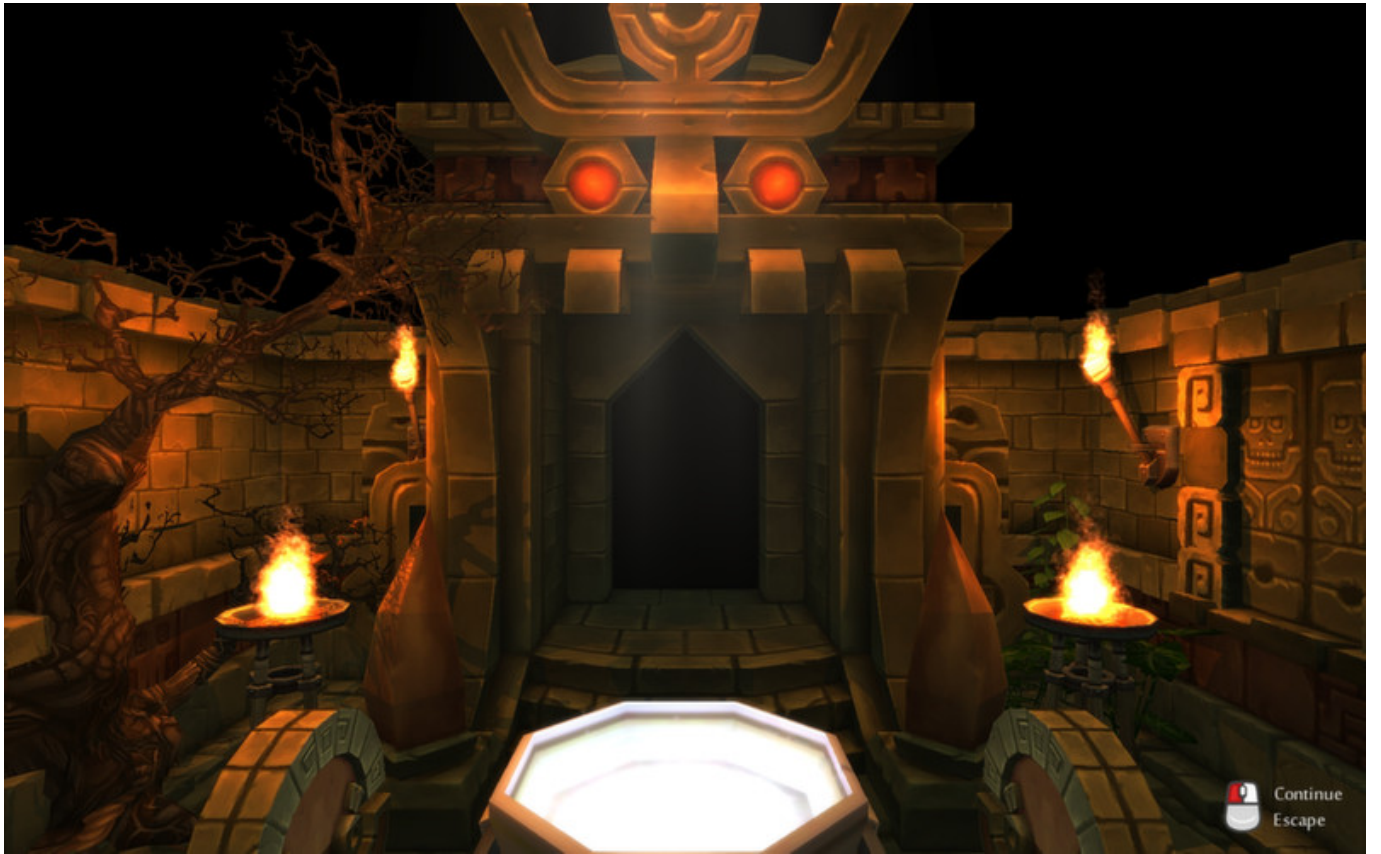
English

The screenshot displays a game interface with several key components:

- Main Viewport:** Shows a character in a dark, stone-walled environment. A green box highlights a specific area on the wall.
- Character Panel (Top Left):** Displays a portrait of the character, a warrior with a sword.
- Map (Top Middle):** A small, dark map showing the current location within a larger level.
- Stats Panel (Top Right):**
  - Dispoints (50/175)
  - Experience (67/100)
  - Enemy Health: (No enemy selected.)
- Character Info (Middle Right):**
  - Nero, Level 4 (Difficulty: Gamer)
  - On your quest to destroy the Magic Black Orb of Corruption, Total game turns played: 950
  - Protection: 16
  - DetectionModifier: 5
  - Damage: 5 - 27
  - Gold: 291
  - Resistances: Poison (10), Disease (10), Cold (55), Soul (9), Sorcery (3)
  - Racial Skills: Stone Skin(5)
  - Skills & Effects from worn item(s): Heavy Duty(5)
- Inventory (Middle Left):** A collection of items including a sword, a shield, a ring, and various pieces of armor.
- Log (Bottom Left):**
  - Nero resisted the Terror effect!
  - Nero attacks Fearome Zombie, damage: 18
  - Fearome Zombie has been slain.
  - Secret Key was dropped on the floor.
  - Leather Boots was dropped nearby.
  - Nero gained 4 Experience Points.
  - Pick up Secret Key?
  - Pick up Crystal Key?
  - Which Wooden Door opened...
- Control Panel (Bottom):** Buttons for Restart, Exit to Menu, and Quit.







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I am a fan of avenged so im not bias against this game. This game broke for me more then once and and the some of the fights are just impossible without the magic bubble (ingame item) and upgraded wepons. There is a dier need for an update to add blocking or a dodge roll ability and to fix a game braking bug where you just cant move. There is no way to fix it if i happens to you. The musics good so theres a plus but its taken away from the terrible grafics. In the end A7x put to much on there plate and came up with a bad game that forever will be rememberd as bad. This games is awesome. I've played the mine so far but will buy the DLCs eventually. There is just one thing that bothered me so much in the mine: The bad quality of the numbers on the helmets 5218...thank me later !! **Pros:**

- Adds quests for the plethora of Minor Factions in the game
- Quests are balanced and give more depth to subdued minor factions
- Quest rewards vary and often include a small army with the minor faction unit.
- Solid plotline for each minor faction.

**Cons:**

- None

**Overall:** For \$2, you get 20 new quests added to the game that make Minor Factions more of an influential force in the game. Without this, minor factions are fairly two dimensional - subdue them, assimilate the faction with the unit you want, and you're done worrying about them. This gives the option to complete a quest for one of your subdued factions in return for worthwhile rewards, and opens up more possibilties over the course of the game.

**Worth it just for the story, which gives some character to the creatures you subdue in your quest for domination. If you own Endless Legend, this is a worthwhile two dollars to spend.**

**Bottom Line:** Recommended. Better than fortnite.. Wish the game was as good as the intro & trailer .... WALL-E meets Super Mario. **WARNING ! Do not consider the steam in game time, for I played it before and also offline. I was part of the alpha and beta testers for this game, but I promess you a truthful and most unbiased review ;)**

**Helium Rain is a game where you manage a company in an isolated space system, in a distant future. You start with only one small commercial ship, and you will have to progress step by step to become the best of all companies. You have a lot of ways to play. You can focus on a very commercial approach, focusing on building up your fleets with gigantic cargos, establishing numerous trade routes and invading all the markets, you can build stations to produce or transform materials... Or try a mostly violent approach, using fleets of warships and destroying pirates, selling your services to companies in need ( and that can pay ).**

**Of course, it'll take time. You have to work really hard, and the game may seem to slow down after the first hours of gameplay. But it is here that you can really start exploring all of its possibilities, and as I said, there is an awful lot of them ( trust me, I saw when the devs implemented them in the game following testers reviews ).**

**Of course, the game is not perfect and will not suit everybody. It is a slow paced game, do not expect overflowing action, even though combats are there, and they are really fun and a bit hard to play. But if you like what I told you this game propose, then you shall like it, for what it does it does it really well. It is a truly beautiful game, the music suits the atmosphere very well, it is calm and a bit contemplative. The gameplay is really well polished and it is quite easy to do things once you have learned how to from the many tutorials explaining the various aspects of the game.**

**I do strongly recommend this game to anyone who likes this kind of games !. I was having fun with this game until I came to the bone yard and I kept on crashing when I got to a certain point with the dragon in a cage.It is a shame Because I really liked this game and I never got to play it on the Wii so I thought the steam version would be the same guess not.My word of advise do not buy this game.. Haven't had a game with story that keeps me so interested for a while. This is a game that looks like JRPG but with non standard JRPG story. More close to something Eushully would make (AVG+ RPG), minus the hentai part but plus better game system and graphics. And to be honest, I totally do not expect this from Idea Factory because usually IF makes games with one or more parts being bare skeletons.**

**Will still need to see if the story keeps being good but right now I would recommend based on experience so far.**

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Rebons - hardcore platformer about geometric figures. The unique features of each figure make the gameplay special. Pass 3 campaign seasons in a single or co-op mode or play with a friend in a speed competition. Compete with other players in tournaments for the prize skins and trails which, at the end, will be sent to your inventory. You can boast of them in competitive multiplayer or exchange with other players, as well as sell them on the trading platform.

Features of the game:

- Unique physical characteristics of the figures, each of which has a number of advantages. Use a bunch of two figures to achieve better results.- 3 various offline seasons, unique tournament levels with original design, local competition mode with own maps and rules for two players, competitive levels for multiplayer with unique traps and style.
- 20 levels of two difficulty types (easy and hard) multiplied by 3 non-repeating settings - pass the levels, get into the table of leaders and fight for the best time.
- Monthly tournaments will give you the opportunity to receive legendary skins and trails for your figures, some of which are animated. Which gives them incredible value.
- Equip your figures for each season in the menu of presets, craft new items of a higher rarity from the old unnecessary ones, sort and select the best skins through inventory filters.
- Compete with your friend locally in '1 vs 1' mode or pass the levels together in a local co-op.
- Compete online against other players, choose figures, wear skins and go into battle on random maps which one-armed bandit will choose. Prove that your skill is better, that your trails and skins cost you.
- Create and edit levels through the built-in editor, which allows to upload your own level to the workshop. You can also use your graphics to create maps.
- Upload someone else's maps from the Steam Workshop, leave a reviews and ratings to other users, pass their maps and earn prizes just for playing.
- We launched the distribution of promo-safes and promo-keys: they drop out just during the game absolutely free of charge - now everyone can afford quality items for nothing. Passing the levels and playing Rebons you will simply get the usual items with a rarity: Common, promo-safes and promo keys. You can choose to save them to yourself, exchange or sell, or even craft a higher rarity items using them.. I found this to be the scariest game I have for my VIVE. Jumping around low was OK, but as I started to get higher I was getting quite worried. Its a great game, but can give you a bit of motion sickness I found, which I dont get in any other game except Windlands. Not the games fault as such, its the nature of the experience I think.

I dont understand people on STEAM who complain they lost money on a game, as some have on this section. STEAM are very accomodating on refunds, you just have to do it quite quickly and not play the game for too long.

It doesnt take long to work out if you dont like a game. Just get a refund :). This game is good for a very interesting experience with the potential to be great. I'm trying to overcome my fear of heights by playing this. It hasn't worked so far lol. I'm petrified and stiff as a board trying to walk the planks. I can do the flying however with not too much of a problem. Also for kicks I love either running full speed or flying into oncoming traffic.

To the developer,

Make some interesting missions with lots of variety and exploration.

This is the first game on the Vive I'm giving a positive review. I think this may be the only game I didn't return for a refund.. Really Good Story Line. Highly reccomend. Very ambient and relaxing music.. co op doesnt work. I want to really like this game since it has a lot of great mechanics, fun co-op play, and my friends and I are really enjoying it... when it works. Recently, the game has had continuous connection problems and the dev can never be reached. It's like he doesn't care. Constant disconnects mid-dungeon will have you shrieking with rage, especially when you respawn IN TOWN, half your gold is gone, you have only 1 MP for some reason, and you have to start the entire bloody dungeon over again. Especially when you're really far in and trying to recruit a rare monster. And that's if the game doesn't freeze in the middle of battle with said monster or, worse, freezing when you're about to recruit said monster. So you respawn in town WITHOUT THE RECRUIT. This is unacceptable!

If it's server issues, they need to be fixed. If the dev is doing this on purpose, he's only ruining the good name his game has.

I want to give this game a positive review, but with the most recent issues, I cannot recommend this game to anyone.

EDIT: Thanks to the dev for getting back to me and informing me of what was going on. When my friends are around, we'll



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give the game another shot. Should the server issues be fixed so we can play and enjoy the game, I will write a new review.

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