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Original Soundtrack by Kai Rosenkranz - 25 Tracks (MP3)

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Title: The Long Journey Home - Official Soundtrack

Genre: Indie, RPG, Simulation, Strategy

Developer:

Daedalic Studio West

Publisher:

Daedalic Entertainment

Release Date: 9 Jun, 2017

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If you are a fan of puzzle games you owe it to yourself to pick this up. Intuitive controls and a polished experience makes this game a must have.. I bought this game due to having previously played it on the PS3, and wanting to get back into playing it. Having done so, I've been reminded of how utterly charming it is to play. Granted, the PC controls didn't initially sit well with me and I still find them rather awkward, but after a while, I've managed to get the hang of it.

One thing I have noticed is that when I try playing with my PS4 controller the game refuses to open (or rather, it seems to fail). And when I did manage to get the game working with the controller, it timed out during gameplay, leaving me powerless and unable to control my character. Furthermore, for a PS4 controller the game seems to give its instructions as if I plugged in an XBOX controller. It's easy to work around, but a slight annoyance nonetheless.

I guarantee that you'll love this game if you're a fan of Disney. Just get through the controls and you'll be fine. It's bright, colorful and everything in it's pretty fun in general. It may feel a little repetitive (especially considering you'll have to play through each stage twice to get both costumes from each one) but trust me, it's a blast.

One thing I would like though is for the DLC packs they had for the console versions to be brought over; the Phineas & Ferb and Neverland levels, and the Disney Villains and Muppet costume packs. Particularly the former two, though, for it helps add to the game. I'm not too fussed about this though, honestly, since it doesn't take anything away from my enjoyment of the game.. I played a looooot of this during Too many games 2018 and for its price its such a good beat em up. love it 11/10. Sopwith Strutter is a nice plane, it is a great fighter & bomber.

Not as good as the sopwith pup... But it's ok

I really enjoyed the silly vibe of this game, especially the battle for bananas between Mims and those purple worms.

What I've seen so far is very promising and I'll be coming back for more when I have some time to play.. If you ask me, this is one of the best ways to make a VR RTS. Not THE way, mind, as I'm sure there are other ways to make it work other than this MOBA style. I can actually imagine a Total War game having a VR mode in the future, personally, and would really enjoy that. But, with the technology at hand, I believe you'd be hard-pressed to find a better example of RTS gaming on a VR system. The controls are intuitive and simple, yet offer enough options to make the strategy compelling. I had read through the tutorial in a few short seconds, and that's when I noticed what I think is a button to play a tutorial. I declined, and got into a skirmish. The first couple I tried... didn't pan out too well. But it was by my third battle that I had taken hold of the intuitive mechanics of the game and started to win against the AI. The controls are responsive, forgiving, and hardly ever feel finicky or unreliable, with a few small exceptions.

The game also has a ton of charm. The models are appealing to look at, and you can easily lower yourself down to the ground floor to see the battles up close. While I would really enjoy a button to allow me to enter a first-person perspective where I could actually experience the scale of the world while doing so, it's still so fun to look at your little soldiers and tanks advancing down the path towards your enemy, exchanging fire with them, and so on.

Now, I don't feel like this game is perfect, though to be fair, some of these could easily be called nitpicks, with which I would agree. For one, the cargo plane that paradrops supplies (in other words, a chunk of currency) onto one of three positions on the map periodically really favours the side that's already ahead, since those sites are in the midway point of the map. Once one player is in the lead, they can easily lock those spots down. In addition, I find some units annoying to fight; I've only played as the Americans, but the superheavy tank one German brigade gets is just way too tanky, capable of soaking up damage for tens of seconds of sustained fire from multiple tanks and artillery guns in a game where enough rifle-armed infantry can put the hurt on a normal tank. There's also an aircraft with a cannon that can just swoop in and take potshots at your tank for really high amounts of damage, and seems capable of taking quite a lot of fire from intercepting AA guns. I also find the AI rather stupid in some ways; sure, it can manage the battlefield more easily and pay closer attention to the situation, but I can easily draw its aircraft into my base-bound AA guns, or sit a AT gun just outside of the range of tanks camping a resource point and watch them get taken apart without a struggle. I can set a Calliope Sherman to start circling in a big enough radius and watch as it autofires at the enemy artillery guns sent to intercept as they hit just behind it when simply sending a tank would resolve the situation easily. But, hey, we're RTS fans. Exploiting the AI is nothing new to us, right? Finally, sometimes airplanes can be a bit picky on if and where they'll drop troops, bombs, or a strafing run. But I think I'll chalk that up to me trying to either make them do so too often, or at an angle that was too steep or something.

In any case, I fully recommend this game to anyone who likes RTS games and has a VR setup. If I can't convince you, Rimmy of Downunder Gaming has a great video showing it off. I'll be so bold as to say that it's worth the full price, if you have that to spare.. Excellent game! I spend hours and hours playing it on my old 360, I was so happy when I saw that it was on steam. Very much a classic.. I can't see the instrument panel in the normal cockpit view, if somebody can help me with that I will appreciate it. It is so easy and pieces can make more.

60 pieces usually takes me 8 mins.

240 pieces takes 12 to 15 mins.

350 takes about half an hour.

You'd better run in window mode cuz error often appears after you get to desktop or other window when in fullscreen mode..

Really great package here. Amazing graphics/sound design. The gameplay is tough as nails yet learnable, and the new characters are really fun to play.. A brilliantly designed puzzle game that challenges you to manage your fuel, shield, and your relationship between your motion and the pull of the various celestial bodies you encounter. It's such a beautiful visual representation of space and everything in it, and boy does it test your awareness of your environment and the obstacles set before you.. The controls are insanely hard - and I actually have a physical drone. this is crazy! Feel like I may have wasted money on this :-/. This game has a great concept, and has the potential to be a good game, but since it's in early access, there's a lot of frustrating bugs.. Such a charming game. The music and sound effects are really well done, the art design is extremely clever, and I love all the character. My only complaint would be that each encounter is very short.

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