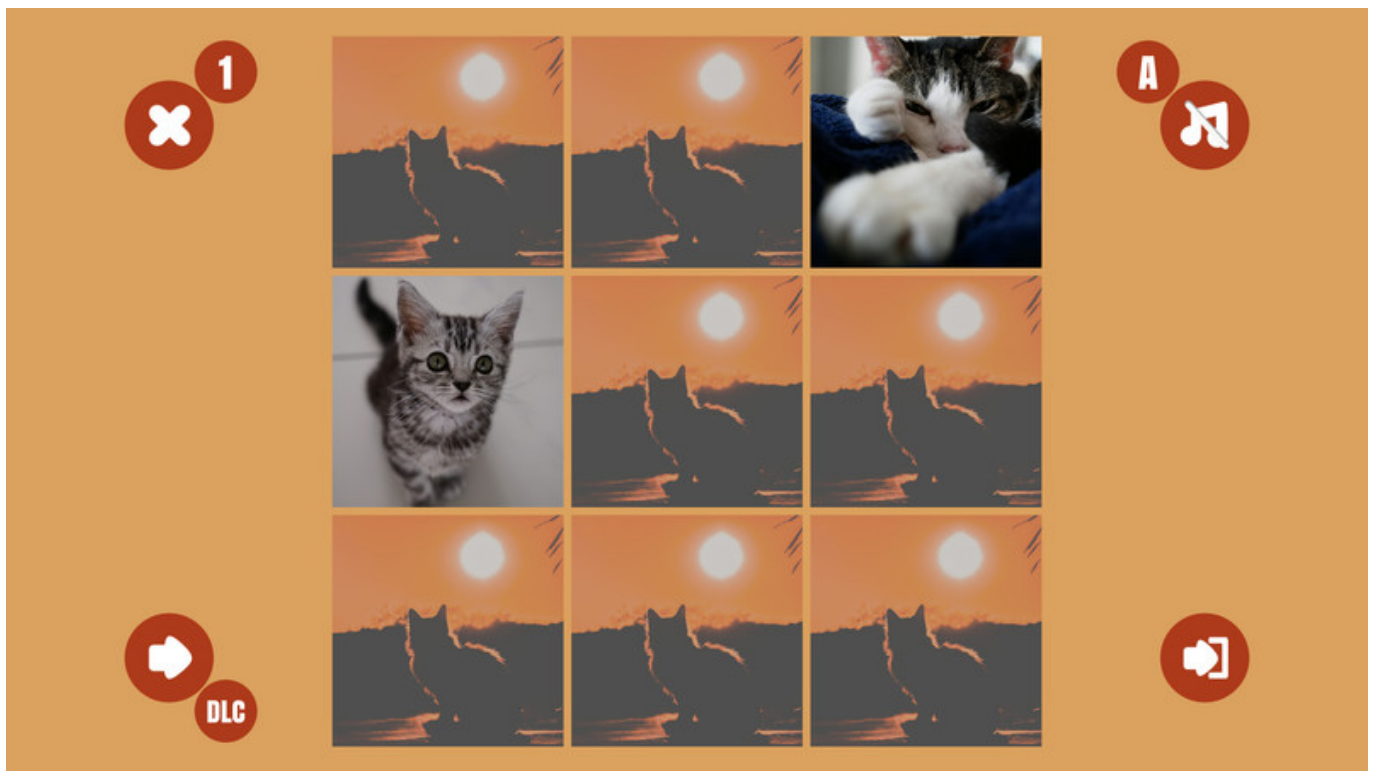


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## Klang Soundtrack



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### About This Content

The *Klang* Soundtrack is a collection of 34 original tracks featured in the game. Each track was composed by veteran EDM artist and OverClocked ReMix video game music remixer, bLiNd. (The Klang Soundtrack is also YouTuber/Twitcher friendly.)

Track List (all tracks are presented in MP3 and FLAC format)

- 01 - Enter Klang (Trailer Theme)
- 02 - Klang (Title Screen)
- 03 - Welcome to the Kick (Training Level & Elevator)
- 04 - Disco Balls (Training Level Bonus)
- 05 - Bladerunner (Elevator Boss)
- 06 - Peak Waves (Top of the Tower Theme)
- 07 - Over the Top (Top of Tower Cutscene)
- 08 - Rock Bottom (Caves)
- 09 - Otherworld (Overworld Theme)
- 10 - Shanty Shuffle (The Pirate Bay)
- 11 - Shuffle Jumper (Pirate Cove)
- 12 - Ether Real (Infiltration Theme)
- 13 - Agent Klang (Factory Bonus)
- 14 - Bazz (Gladiator Boss)
- 15 - Angel Tracks (City)
- 16 - Neoteknika (City Bonus 1)

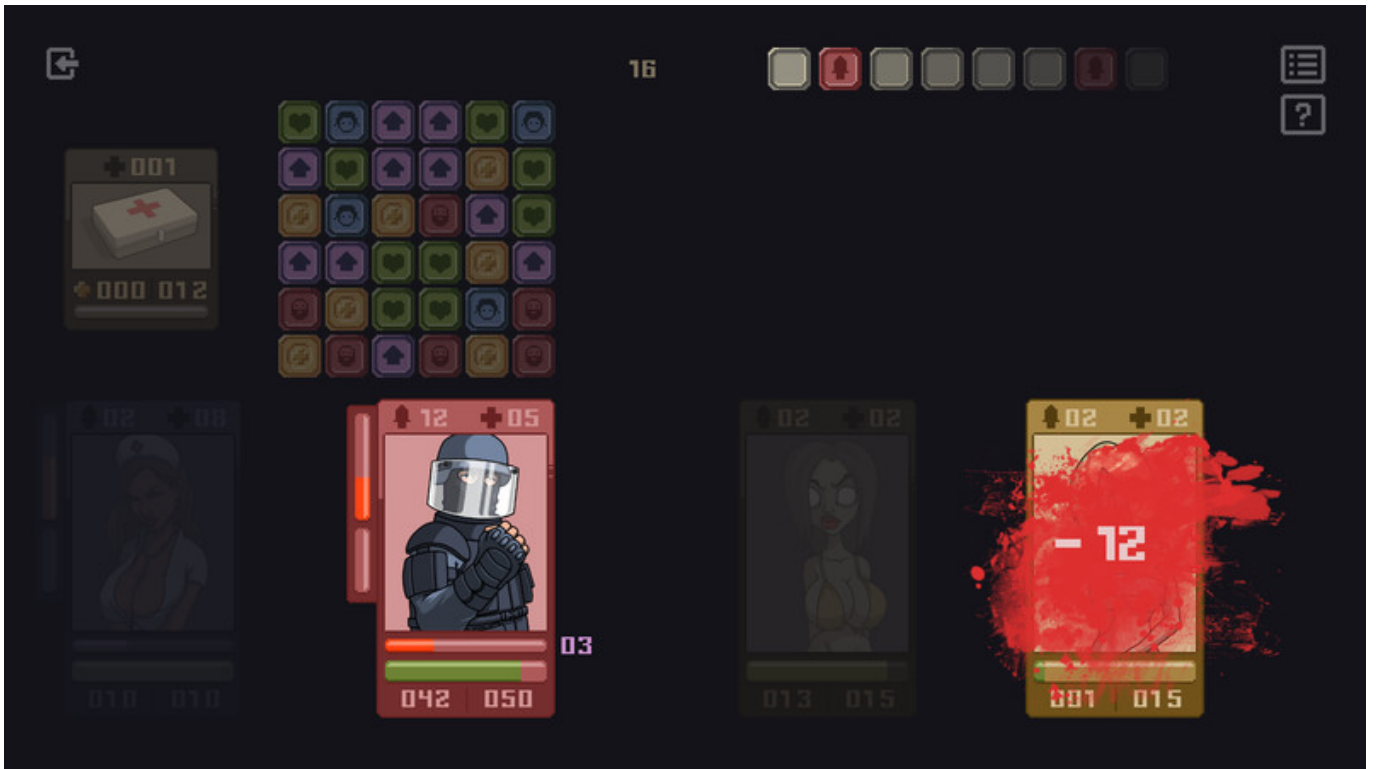
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- 17 - Overclocked (City Bonus 2)
  - 18 - Death Angel (City Boss)
  - 19 - Sonus (Tower Boss)
  - 20 - The Trickster (Final Boss)
  - 21 - Welcome to the End (End Credits)
  - 22 - Full Circle (Final Ranking)
  - 23 - Neon Punk (Alpha Trailer Theme)
  - 24 - Klang (Main Theme Club Mix)
  - 25 - Rock Bottom (Caves Ambient)
  - 26 - Shanty Shuffle (The Pirate Bay Ambient)
  - 27 - Ether Real (Alternate)
  - 28 - Angel Tracks (City Level Ambient)
  - 29 - Netherworld (Other Dimension Overworld)
  - 30 - Portal Jumper (Other Dimension)
  - 31 - Coolaid (Other Dimension)
  - 32 - Dimension Rift (Other Dimension)
  - 33 - Tune Blades (Bonus Song)
  - 34 - VHS (Other Dimension)

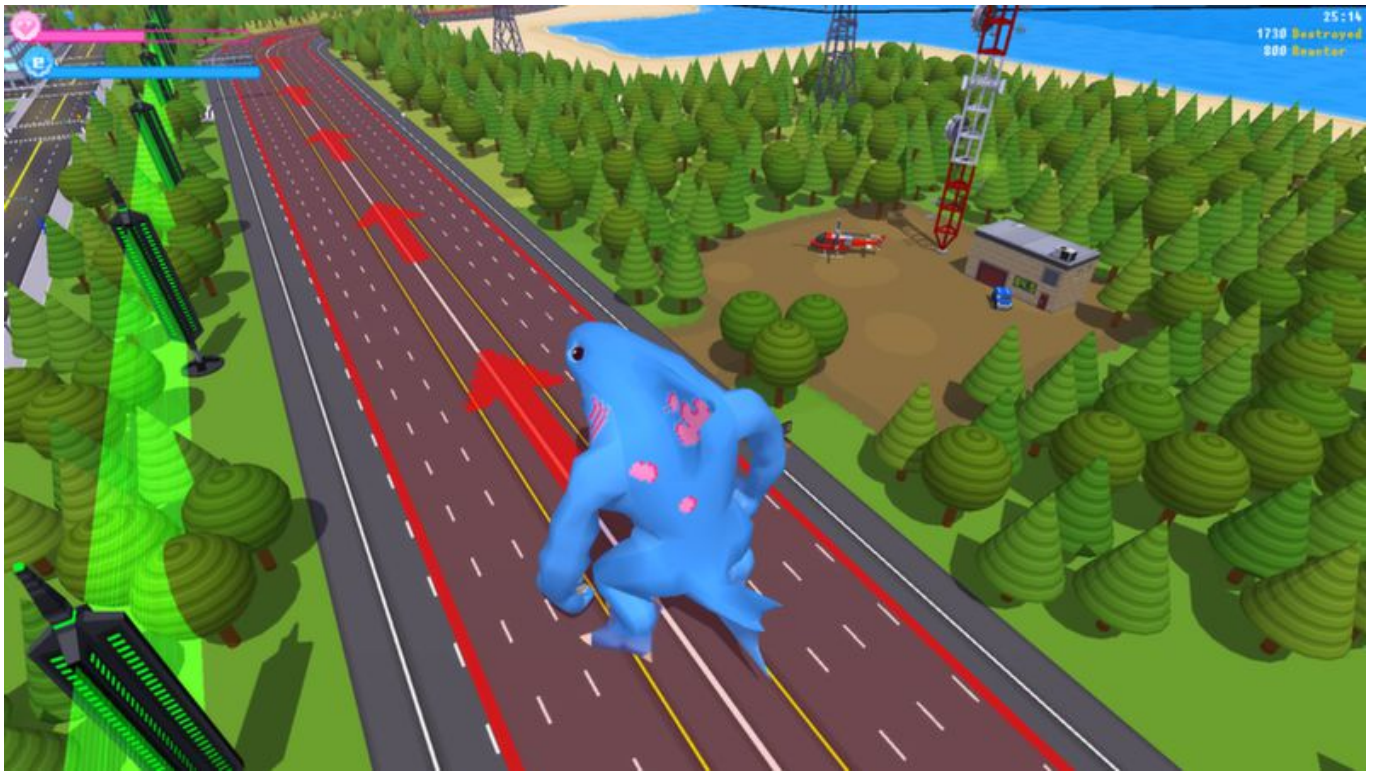
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Title: Klang Soundtrack  
Genre: Action, Indie  
Developer:  
Tinimations  
Publisher:  
Snow Cannon Games  
Release Date: 22 Sep, 2016

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English





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104

# POWERUPS

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ein fremder klang soundtrack. klang des herzens soundtrack. klang soundtrack. soundtrack der klang des herzens. klang des herzens soundtrack youtube. soundtrack klang des herzens. klang der herzen soundtrack

Very nice foundation for a good game!

Some thoughts, I have read other peoples suggestions so I wont repeat them but regenerating berry bushes is a given,

Some kind of diety system with the old viking gods would be cool, they are burly heathens after all!

Maybe have the abillity to brew ale? :). 10\10 Turns you into Hispanic Iron man.. Hitboxes on this are horrible making it unplayable.. Perfect! I am a big fan of Putin (they\u2665\u2665\u2665\u2665\u2665gun) and the KGB does nothing wrong! (pull it away). Lets not bandy about. If you don't have GOG, get GOG. Then buy SWAT 3: Tactical Game of the Year Edition on there - because this game does not work for modern hardware on Steam nor does Valve care for supporting it. What would require, at least half an hour of messing about in the config/directories folders for the Steam version in order to get operational - GOG manages to do 'for you' right out of the gate.

Great game - Awful-terrible platform support on Steam.

Intel Core i7-4790K CPU @ 4.00GHz  
Windows 10 (64 bit)  
NVIDIA GeForce GTX 980 Ti  
RAM: 16332 Mb

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Need to check debug of this game that before finishing game !!! controls should not be that difficult to understand...

story is good so far  
graphics are ok

but the controls do not feel organic or intuitive. felt like i was fighting against the controller instead of the opponents. spoilers:  
there are no druids. + The music and environments are good and detailed

+ Movement is alright, no issues so far. Teleport is not necessary because the maps are not huge

+ I never asked for this

- Preview is short and you can't interact with anything.

- Please Dev, put into store page screenshots from VR experience, not pre-renders.

- I was secretly hoping to find Mr. Jensen's mirror finally repaired.. Great graphics and game play after 10 minutes I jumped out to write my review I will update if anything changes!

HTC Vive is what I used with my Xbox controller

Yes you feel like you are inside the game and it's has a few maps with plenty of game play to home you up  
Until multiplayer comes along hopefully soon!

Great recommendation and it's Mario karts like! With power ups and weapons!

See you in the race!. This is a very promising game that is VERY unfinished as of now (2/2/16). I searched the dev's website for updates but didn't see any from the past couple of months, so I'm kind of thinking this game is abandoned. If they continue to update this game, it really could be great.. Proper old school shooter think Defender crossed with R-Type. [True roguelikes are hard to find, especially the ones that are commercialized and sold on Steam. The Curse of Yendor is one of these rare ones. Developed by IBOLOGY LLC \(Bob Saunders\), the same guy behind the cult classic Approaching Infinity. The Curse of Yendor offers a good experience for both newcomers and veterans of the roguelike genre, providing both the traditional YASD experience as well easier difficulty levels and the possibility to disable permadeath, if you wanna play it like a regular RPG.](#)

[The procedural generation is one of the greatest aspects of this game, and it works in a similar way that Dungeon Crawl Stone Soup works - you'll find several different patterns on each run there's maze levels, open levels, levels where you need to dig the walls to find the exit, and so on. There's also levels with no stairs for the next level, but that's not a bug, it's a kind of puzzle instead. Yes, there are some puzzles during your journey and one of them is about discovering how to reach the next level with no stairs.](#)

[Each run will also generate a different group of enemies there's monsters that will make your character terrified and unable to attack, creatures that will make your hero dizzy \(messing up the controls for a short period\), demons that will curse your equipment \(demanding that you use a sacred altar to remove the curse before selling\), etc. Every enemy has its weakness and to succeed you need to learn the best way to deal with them according to the kind of weapon you have or the spell that is more effective against them.](#)

[In total, there's three classes \(warrior, rogue, wizard\) and three mentors to choose from \(light sorceress, dark necromancer, gray wizard\) there's each mentor will grant you an exclusive spell and will determine the kind of enemies you will find. It's possible to rebind all keys, and if you wish, the game can be played with the mouse only. There's also a soundtrack with some weird ambient noises and sounds, but they don't fit the colorful tilesets \(made by David Gervais, creator of many tilesets for classic roguelikes\). The game itself is very well balanced, has a use to use interface, and it's ideal both for gaming marathons and quick matches, since it's possible to save and exit anytime.](#)

#### **Pros:**

[\\* Great procedural generation system](#)

[\\* Four difficulty levels to choose from](#)

[\\* Optional permadeath, if you prefer a regular RPG experience](#)

[\\* Rebindable keys and full mouse support](#)

[\\* A great rock-paper-scissors system for spells, monster and weapons](#)



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**Cons:**

- \* The soundtrack doesn't fit the graphics and it's totally forgettable**
- \* There's no way to adjust the UI size, making it too big on big monitors**

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