
The Way - Soundtrack Download] [hack]



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About This Content

The Way - Official Soundtrack by Panu Talus.

Tracklist:

1. Opening (menu) 00:34
2. Preserving your wife 02:49
3. Home alone 02:34
4. Breaking into security 01:03
5. Proceeding forward 09:27
6. Alien jungle 03:24
7. Memory 1 - Together in sunset 00:22
8. Memory 2 - Working in the moonlight 00:20
9. The Temple of life 04:13
10. Eek! A spider! 01:33
11. Falling spider 00:31
12. The new path 03:45
13. Memory 3 - Sickness taking over 00:20
14. Underground temples (ambient) 06:58
15. Underground temples (movement 1) 06:59
16. Underground temples (Movement 2) 07:06
17. Memory 4 - Bargaining 00:24
18. Bounty hunter attacks 00:57

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19. Striking back 04:20
 20. Memory 5 - Being beside her 00:22
 21. Prelude to the wind 03:28
 22. Desert 07:39
 23. Memory 6 - Desperation 00:27
 24. Deep inside 01:31
 25. Towering pyramid of eternity 00:30
 26. Empty city 03:32
 27. Waking up from unknown place (am I dreaming?) 03:00
 28. Virtual reality 04:57
 29. Unbinding the aliens 01:41
 30. Thoughts for better life 05:06
 31. Ambient from "Concurrence" AGS game 2011 03:32
 32. Untitled improvisation 2011 (with Yamaha CS-50) 03:50
 33. Short tunes 00:57

Format: FLAC, OGG, MP3

A few words from composer - Panu Talus:

"I worked with this fantastic indie game about an entire year.
All the music was composed by using analog and digital synthesizers and everything are hardware (not a cheap hobby).
Many songs required a lot of work but there are also moments of instant, spontaneous improvising.

For fellow gear nerds, here is list of my setup used for the game soundtrack.

Synthesizers/sound sources:

- Yamaha CS-50
- Roland RS-505
- Sequential Circuits Pro-One
- Generalmusic S3 Turbo
- Technics WSA1
- Roland JV-2080 (+ Vintage Synth, Orchestral, World)
- Roland JD-990 (+ Vintage Synth)
- Korg X3R
- Yamaha EX-5R
- Korg O3 Symphony Module (choir)
- Akai S2000 (Spectrasonics - Symphony of voices)
- Yamaha CP-60M
- Simmons SDS8

Effects:

- Lexicon 224
- Lexicon PCM-70

All the sequences were performed in live, triggered and transposed with Zyklus MPS-1 - Midi Performance System, except in
"Virtual reality" where Pro-One was used. Oberheim Systemizer handles the advanced master keyboard functions".

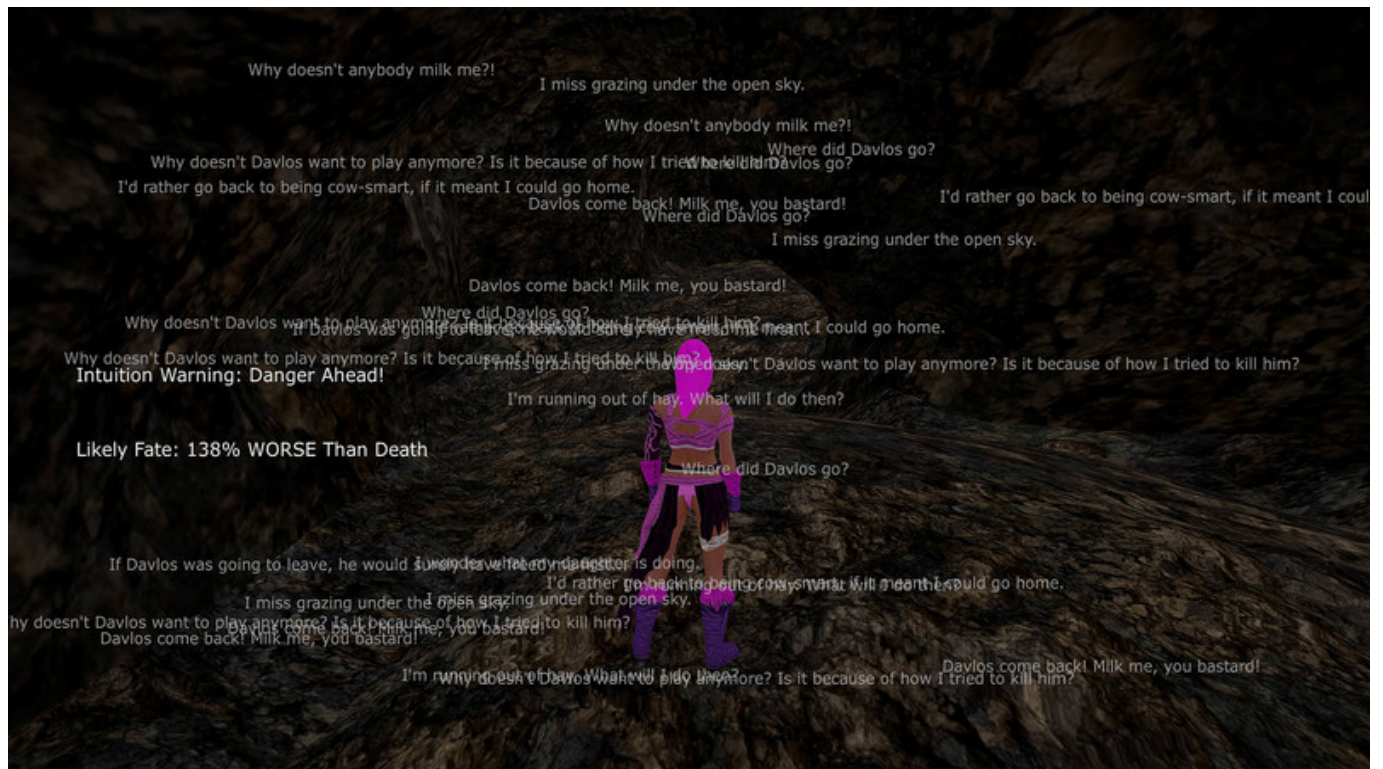
Title: The Way - Soundtrack
Genre: Action, Adventure, Indie
Developer:
Puzzling Dream
Publisher:
PlayWay S.A.
Release Date: 2 Aug, 2016

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English







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Still unable to load the game.. A gripping tale full of adventure and exciting events. Very nice story.. I dont like♥♥♥♥♥♥♥♥. Played this game in full 12 player lobbies where we were all on voice comms together. Mini golf with friends, as you'd expect, is a hilarious and great time. The game's price tag (\$6) is a good price, especially when more courses/modes get added. You can also join open lobbies and play golf with strangers on the internet; this is a game that should be played with other people.. Great game! I love it :)
very nice paintings and music

This game is one of a kind; let's just say that.. It's fun, it's well done.

But it's short, and limited. You can redo it on higher difficulties, but why would you have to make more of someone else's game?

I'm still gonna give it a positive review, but I don't think you'll get your money's worth.

Maybe if it had 50 levels and/or was a rhythm game.. This game is actually very good.....for 20 cents. but really if you are going to get this game for \$2 get another game like Eyri's action, it's for \$5 and a great game, but only pick up bad bots when it's for sale.... Game is really raw, but it has potential. A lot of work should be done. I will look in future that devs will polish and optimize the game. My best wishes to dev team and good luck. I will look for progress.. Genre - Grid based movement RPG

I grew up on Dungeon Master, Ishar, Eye of the Beholder and Bloodwych and have fond memories of these games. I do appreciate the more open worlded RPGs of today but I will still occasionally go back to retro style games. I played through Legend of Grimrock 1,2 and Ruzar recently and enjoyed them all.

Okay so this game plays a bit different to other games in the genre. You have a party of characters but can't position them. They all stand in a row of 4. Monster attacks will AOE attempt to hit all of them but damage is concentrated on your melee fighters. Also you can't dance around the monsters to avoid damage as you will take flee damage. Once you get used to the mechanics the combat is quite satisfying.

You have bows, magic and the usual melee weapons to use. You can also find various armour pieces that will boost your stats slightly. You may need to sleep after every fight though especially if lacking a priest class.

I managed to solve most of the puzzles with no help. This means that none were too obtuse and the few I couldn't be bothered with were not required to complete the game on normal mode.

I have spoken to the developer and given him feedback and he has been very receptive and not defensive like some. Mainly I think there is an over reliance on the Priest class, although a common issue in most RPGs It hinders the party diversity. Also you get set skills per level up not allowing any customisation.

The graphics look on a par with Grimrock and the monsters look cool whilst they attempt to kill you. You can get surrounded in a few areas, and this should be avoided if possible as these fights rarely go in your favour.

For the price I think this game satisfies and look forward to the developers promised updates and hopefully a sequel.. Pretty fun game c:. So... You wake up in a very strange place. You have a few days, but can only guess what you need to do to survive. And you are completely alone.

These places look like dreams and the music makes everything quite surreal.

Do you want to try something new? Do you want to see the day-dreams? Do you want to rest your mind? Do you want to feel total loneliness?

Just play it.

Черт, она оч крутая :). I like this game because it's got a bunch of angry men who hate robots, but are willing to tolerate robots of their own colour because they hate robots of other colours even more. I think this game's subtexts of tolerance and racism ring true to the world at large. It teaches us lessons like don't taunt the Assassin just because she is a woman, and don't scoff at robots just because they are blue and you are not, especially not the fast robots that love hugging. I think they're called huggers. Star Trek The Next Generation was good about this kind of thing, too. I bet Monday Night (who names his kid "Monday"?) took to heart Gene Roddenberry's deep meaningful messages, like how Geordi, a terrifying man-eating cyborg engineer, can befriend Data even though Data is a robot of a different colour from Geordi. But wait, no. The guys in Monday Night's Combat are enemies with their off-colour robotic counterparts! I don't get this at all. Where have you gone so wrong, Mr Night?. It might look like a carbon copy of the original Death to Spies game. But it is significantly improved in literally every aspect. Every complaint I had about the first game is fixed here (well, except for story maybe).

This time some weirdo unknown boi doesn't instakill an officer anymore if he is trespassing. Great level design and enough

varieties of objectives. And other small improvements that made this game waaay better. This is how the first game should have been.

But taking screenshots still didn't work for me.

If you are thinking about playing the series, I'd suggest you play the first game first. Not because of the story. You won't be able to enjoy the first game if you play moments of truth first.

If you like this game you should try: HITMAN games, Alekhine's gun, commandos 5.

Thanks for reading!

Please ignore playtime. I played the game offline.. Fix the first level. I am un able to put out the fire in the trash can . ive tried the house and fire extinguisher. Fix it!

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