POSTAL Redux - Official Soundtrack Download] [Patch]

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About This Content

The complete soundtrack to POSTAL Redux

Rampage Tracks:

1 - Improvised Explosive Device
2 - Burn
3 - Cold Iron
4 - Run From Me
5 - Glorious
6 - Temporomandibular
7 - Dragged Away
8 - Hell Called
9 - Claptodeath
10 - Blood Path
11 - Shotgun Callosotomy
12 - Results

Campaign Tracks:

Title: POSTAL Redux - Official Soundtrack
Genre: Action, Indie
Developer:
Running With Scissors
Publisher:
Running With Scissors
Release Date: 30 May, 2018

 a09c17d780

English

KEY M : RETURN TO MENU

My childhood nightmares now in a game. Now it fuels good time. Good and simple game with simple art. The easiest way to explain it is, think battleship. Each round you got cards, which might be extension to make your tower bigger, rooms to put in the extensions, or spells to put in your library. Then if you have enough mana you can attack your opponent's tower acording to your spells (some spell might attack the tallest part of opponent's tower, some spell let you pick a room in your opponent's ground level), and if you manage to destroy their archmage room, you win.

Mind you, don't expect some sort of immersing strategy game. This is a timewaster mini game, like Gun Done, where you play 5 minutes per session when you're bored and have nothing better to do, but as with that game, it's done well enough with proper price (slightly higher priced, but the gameplay is more complex).

My criticism is that I wish there's better feedback on the attacks. But for the price, the gameplay and style is solid enough.. a cute momentum based indie game that i would reccomend to anyone who is looking for a relaxing but chalanging playthrough a game.. This game is a first person dungeon crawl allowing you to assemble a party of monster girls.

Pros:
Pretty graphics
Runs smoothly
No censorship as far as I can tell
Fun turn based gameplay

Cons:
It's very difficult to use the analong to bump scratch, poor porting there.
Can't switch to mouse without swapping control scemes.
A few translation mistakes that were not inhibitive to my play experience and easy to figure out. Just cosmetic.

Overall I feel the pros outweigh the cons, especially at this price point.. Not ready for prime time.

No save game, controls are awkward and feedback is unclear and strange.

I've tried to play the game numerous times, but despite manipulating everything I can't seem to refuel and then my ship spontaneously gets damaged despite not moving anywhere. Maybe that is user error but it's totally baffling to me.

No, I don't want to have to read some how-to outside of the game, either. If the game doesn't present itself, them it doesn't.. I LOVE the old school cars, however....

I cannot recommend this game for one reason.... it's not worth $20 when you are competing on a market with games that are still early access that are $15-20 dollars and quite obviously people put in a lot more work into those games than this one.

If it were about $10 or less, this game is quite worthwhile! I really enjoyed the era influenced art and music, although wish there were a few more tracks available. After about an hour I don't really want to hear that song for the third time again....

The system is pretty basic compared to other games like this. You race, you get achievments, you get money to upgrade the mechanics or customize the look of your car. You get special points for completing things with "style" while driving. Through achievments you unlock higher levels and you can repeat previous levels to gain more money, and so on. I found it challening and fun! I didn't encounter any major bugs or errors, so overall it is pretty good. I don't find myself playing it very often, but I do pick it up once in a while.

If I notice the price tag change to a more approprite number, I will change my review to recommended. :)

P.S. The AI cars passing through other cars on the road while you crash into them also is kinda annoying.. Old style RPG game, fun for RPG lovers

I Love this game. Only complaint is the amusement park boss battle, maybe could've shortened it up a bit. Otherwise 10/10. Rough - OK I have only played one game, but it is what it is. For a free game it is worth a try for sure. Controls seems sluggish to me, but that may have been from the ping. Hit boxes seemed a little off, UI was weak, like I said the game just felt rough. When I was on, there were only about 100 players total on just 4 servers. The US server had 0, had to play EU. There seems to be a learning curve with the tanks and etc in the game, but it didnt seem to bad. By the end of the game I had 2800 points and I think I could have gotten a tank with that. I have also played Verdun on a free to play weekend. This beats that hands down. If you payed for Verdun, you may want to try this one for free. If they polish it just a little and get a larger payer base, I could see myself putting some money into this game. As is - it is worth playing for free.. Tis game is a blast, all out carnage and very fast paced. Its not the most realistic zombie shooter for vr but for me i really enjoy it exspecially for the $5 price tag.. After giving the developers close to a year now to fix a problem that I have been having, I now have to finally give it a negative review.

This is for the VR players out there. Don't even bother buying it.
The HUD doesn't display in VR (Rendering the game quite pointless) and the developers don't seem to give a sh*t about us VR players.
Everytime someone in the community has asked for this to be fixed a simple "We will work on it if it seems necessary" answer is given.

Devs don't seem to care about their players...Especially not the VR ones.

Sort your crap out devs.. A.K.A. The Underwater Fatbas tard Simulator. It's a birrovva laff innit, mooch round underwater eating yer mates until you get to be a fatter you, capable of filling your fat face with even larger dinners, oblivious to the fact that if you keep this up for very long you are going to be so bloated you won't fit in the sea anymore, and people will start to make assumptions about you, e.g. you must be an American.. Arson and Plunder is a 2D arcade/beat-em-up very challenging and entertaining game.

Graphically, it's very "cartoonish", something that can sometimes be very different, in a good way.
Mechanically, it's easy to pick up. But this time, although I'm not very friendly to controllers, I'm thinking that this time, with the Steam Controller, would be a perfect match.

It was a very pleasant surprise.. If I could rate something as "meh" I would. Im not sure if anyone aside from me even bought this, this game wasnt exactly well known unfortunately. Over here I paid about 30 reais for it, which I would guess would be around 10 dollars? Youd be paying for many early prototypes which might be bound to simply not work (prototype 8 began to stutter once and never stopped, making it fully unplayable), but are interesting in a few ways, and the soundtrack, which again isnt available on youtube or anything because it isnt a well known game. If the price is 10 dollars then I guess that would be ok, but in my country I basically payed the price of the base game for this, which was totally not worth it and I did it for the soundtrack. Yeah thats that.

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