The Cave: Soundtrack Cheat Code For Money

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About This Content

Original music from The Cave, a new adventure game from Monkey Island and Maniac Mansion creator Ron Gilbert and Double Fine Productions, the award-winning studio behind Psychonauts and Brütal Legend.

Track List:

1. Main Title
2. Enter Scientist
3. Nuclear Launch Detected
4. Dragon Rampage
5. Enter The Twins
6. Hillbilly Seven Eights
7. Hillbilly Burns
8. Poison
9. Enter Spooky
10. The Water Fall
11. Enter The Adventurer
12. The Time Traveller
13. The Cave Inside The Cave
14. Enter The Knight
15. Enter The Monk

16. The Water Fountain
17. Enter Island
18. Top of the Island
19. Credits Medley
20. Early The Cave Theme (bonus)
21. Falling Up (bonus)
22. Evil Knight (bonus)
23. Cave Tones (bonus)
24. Twins Alternate Cue 1
25. Twins Alternate Cue 2
26. Twins Alternate Cue 3
27. Hillbilly Alternate Cue 1
28. Hillbilly Alternate Cue 2
29. Adventurer Alternate Cue 1
30. Adventurer Alternate Cue 2
31. The Knight Alternate Cue 1
32. The Knight Alternate Cue 2
33. Reveal Trailer
34. The Time Traveller Remix Featuring DJ Cam

Title: The Cave: Soundtrack
Genre: Adventure
Developer:
Double Fine Productions
Publisher:
Double Fine Productions
Release Date: 1 Mar, 2013

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Minimum:

OS: Windows XP SP3
Processor:1.8 GHz dual core CPU
Memory:1 GB RAM
Graphics:256 MB GeForce 8800, Radeon 3850, or Intel HD 2000 Graphics
DirectX®:9.0c
Hard Drive:1.5 GB HD space
Sound: DirectX Compatible Sound Card

English,German,French,Italian

the cave of the yellow dog soundtrack. clan of the cave bear soundtrack. nick cave the road soundtrack. the cave soundtrack ost. the cave bis zum letzten atemzug soundtrack. aladdin soundtrack the cave of wonders. the cave mumford and sons movie soundtrack. the entire cave story soundtrack. the road soundtrack nick cave. the proposition nick cave soundtrack. the cave film soundtrack. the cave soundtrack album. the cave game soundtrack. cube escape the cave soundtrack. the cave 2005 soundtrack. journey to the cave soundtrack. nick cave the proposition soundtrack. the cave soundtrack. the cave soundtrack movie. the cave of the golden rose soundtrack. aladdin the cave of wonders soundtrack

So far, so good... Feels more stiff and disjointed than Vol. 3, but a smoother experience than the first two. Good visuals, good audio. Passenger AI can be a bit...Wonky on the platform. And every train I've passed has been empty. But the driving experience is mostly good and the game is, for me at least, fun. Never have I had to race a train to beat a tunnel collapse before.. So, this is another casual gem-matching game, and the basic mechanics of the game are perfectly fine. Nothing spectacular or innovative about it, but reasonably competent. If this was it, and it didn't have its game breaking bugs (see below), I'd have given the game a thumbs up. Not a very enthusiastic thumbs up, but still a thumbs up.

What ruins things for me with the game are two things. First of all, bugs. Or rather, *a bug. On multiple occasions, when just having finishing a level, and in fact while the Level complete! message is dropping down from the top of the game, it just stops. It's not frozen, per se, because the animations of gems etc keep running happily, but the message stops in the middle of falling, and then nothing more happens. Fine, you say - I accidentally hit the pause key or something - and the first time around, this is what I thought, too. Except, the keyboard was nowhere near me at the time. And nothing I could think of to do would make the game resume. Eventually, I ended up having to kill it.*

Sure, I can re-start the game, redo the level and be on my way, but it's annoying. When it happens again, and again, and again, it goes beyond annoying, however.

The second thing that ruins thing for me is... the story. Now, a game like this doesn't really need a story. It's abstract enough that trying to fit the game play into a narrative is going to be contrived, at best, but I have to agree that one or two similar games have managed to integrate a story of sorts in ways that not only doesn't detract from the game, but actually add to it in a small way.

This, however, is not one of them. While it is possible, and not too time and click-consuming to get past the story elements, they feel decidedly "glued on" and redundant, and as you advance through levels, more and more of an annoyance. Then, at some point, they just stop, as if the developers, too, figured that they added nothing and just were something people would click past without caring about. A speed bump, if you will. After this, the story makes intermittent returns, but those just serve to underline how redundant and detached from the actual game the story really is.

So, in conclusion - the actual core game is OK, but seeing as how there are tons of similar games out there that both implement the core game better (and without game breaking bugs), as well as provide a better context for the game, there really is no compelling reason to bother with this one.. To all those who said it didn't work or couldn't get it to activate, you need to redeem the CD key for the season pass in the additional content menu in game. Go to your library>right-click Trials Fusion>Click CD Keys>Copy Season Pass CD key to keyboard>redeem in-game via additional content menu.. Much potential here. However, my graphic setting seems to be stuck on "fastest" and it's very noticeable low quality even though I have a superclocked TITAN X. I have a Rift CV1 and a monitor that is 3440x1440 which the startup config window is also locked on. I dont know if that combo is a problem. Also, the fractals seem very dim. The brightness needs to be cranked to the point that I must be doing something wrong? The colored balls fractal is the only one one that seems to have acceptable lighting.

The black graphics that are used look like black goo or loading problems until i zoom in very close to the fractals. Then I understand what it is. If it was brighter and higher quality graphics (very blocky low res), I might understand better.

The main menu looks... wrong. It's beyond the purple fractal, distant, flat and wide and scaled wierd \/ not easy to reach. There are left and right arrows that seem to be useless (like on a web hero slider). I'm guessing because there are only 8 fractals and these arrows would load more but there is no indication that they shouldnt work, like being greyed out or removed when not needed.

Some of these problems may be my setup or something. It feels like early access. I'm confident i'm not seeing this as intended and will figure out how to communicate to support ASAP or hope the dev will respond here and let me know if this is the correct current state of the graphics or where to communicate to fix.. A short, funny and frisky visual novel about a handsome detective, three hot college girls and a killer clown.

Very enjoyable time killer with a enjoyable story.. This is one of the first games that got me into PC gaming, as something this realistic and fun wasn't on consoles. This game was my childhood, I used to spend countless hours playing, modding, creating tracks, hacking the track editor with Cheat Engine to make those insane maps like the 1 billion points map or whatever, messing with the game's dds files to create huge missiles, increase deformation levels, even participated in a small competitive community. But then... the masterserver was closed and my favorite game died. Even though some new masterservers were born thanks to die hard fans, it eventually got empty. Until today.

Seeing it in my Steam suggestions made me cry real tears of joy, and reading that it now has a Steam masterserver made me buy it in a heartbeat, all while crying and shaking and screaming.

PROS:
- It's stupidly fun
- Cars with missiles and miniguns!!!!!!!!!!!!!!!!!!
- Cars that fly around!!!!!!!!
- Soundtrack
- Deformation models that look better than many modern games
- Seven game modes, each of which with customizable options that bring the actual number of game modes to a two number figure.
- It can run on a trash can
- High resolutions and refresh rates support
- Track editor
- Car tuning

CONS:
- Even though it runs at hundreds of frames, it feels stuttery. Issue persists even with vsync and fast sync
- Old bugs are still there (missiles going through cars, wheels disappearing under the ground upon landing from hundreds of meters, sport suspensions making your car spin around after landing, albeit it probably is a wanted feature)
- Even though it supports mods, it's a shame that there is no: Jane's mod, Heightmap hack, ability to mess with game's files to change deformation levels, damage levels, car's performance, missile's force etc...

If you were a die hard fan of this game, you will not be disappointed, it's been revived from the dead, as cool as it was 10 years ago. I will make sure to bring together everyone that enjoyed this game back then, so we can recreate everything that made this game special. Buy it, the developers deserve it, the credits in the original game always brought a tear to my eyes :)

Later Edit: developers are actually helping brining it back completely, they posted a way to enable >100% slopes, great!!!!!.
Beat the game in less than 3 hours.. I wanted to like this game being a huge Rocket League fan but its just not executing on anything right so far, props for attempting to use the joystick to move but sometimes you cant turn around, the graphics are kind of nauseating and i can take quite a bit of movement.. 6660K OC'ed to 666
666 GB Ram
GTX 666
666 Vive
Tp666
Demon spawn facials free.

Gameplay Video:
https://youtu.be/9ojEnSUbskA

While very indie & certainly lacking in many areas in this gorefest demon game. There aren't many other VR games where you can rip the limbs off a man and use his torso as a bat to take down enemies. Or rip a mans head off and then use his head as a♥♥♥♥♥♥♥for the lolz. Or rip your way out of a man's stomach while viewing their tar filled lungs, still needs work and buy at your own peril.

Me I love it, it's the life I'm owed and muchly deserve.. Danger don't buy this.. this is ♥♥♥♥ing scary and hard at the same time. This game is challenging if you want to sit at your screen for a while. Also this game has great characters and awesome

jump scares.. This is a great game. I find it interesting how the creatures evolved in response to their environment. Sadly, the game crashes a lot. But, it is still a amazing game! I am looking forward to the release of the game.

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