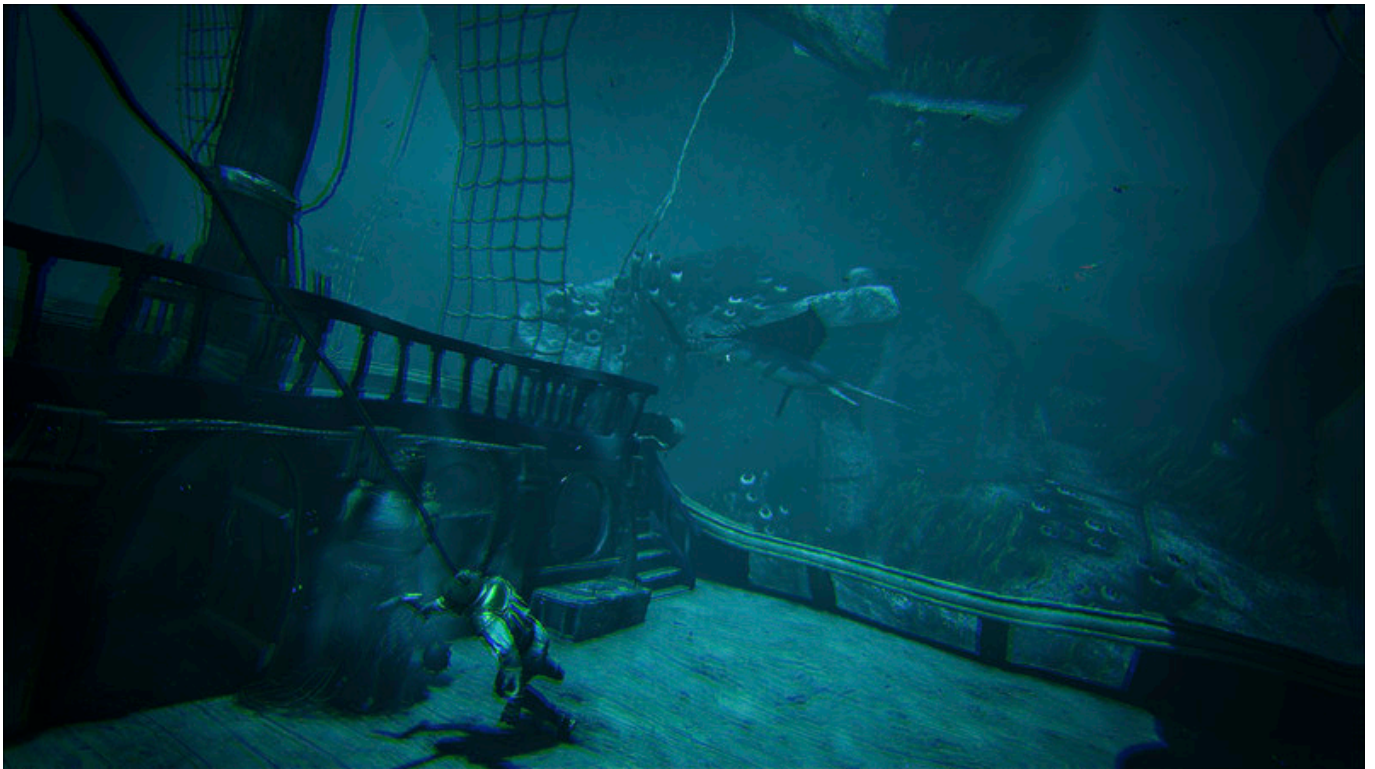

Broforce: The Soundtrack Download] [addons]



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About This Content

Broforce: The Soundtrack by Deon van Heerden
[Music to Bro To]

All tracks available as 320kbp/s MP3 files in the Broforce game folder on your PC. The files are INSIDE the computer. More information on the Broforce soundtrack and Deon van Heerden can be found here:

<http://www.deonvanheerden.com/broforce.html>

- 1 - Strident - Broforce Theme Song
- 2 - Choose Your Destiny
- 3 - Vietnam Blue Sky (World Map Loop)
- 4 - Vietnam Blue Sky (Low Intensity)
- 5 - Vietnam Blue Sky (High Intensity)
- 6 - This Ends Now
- 7 - This Ends Now (Victory Sting)
- 8 - Vietnam Red Sky (World Map Loop)
- 9 - Vietnam Red Sky (Low Intensity)
- 10 - Vietnam Red Sky (High Intensity)
- 11 - End of the Line
- 12 - End of the Line (Victory Sting)
- 13 - City (World Map Loop)
- 14 - City (Low Intensity)

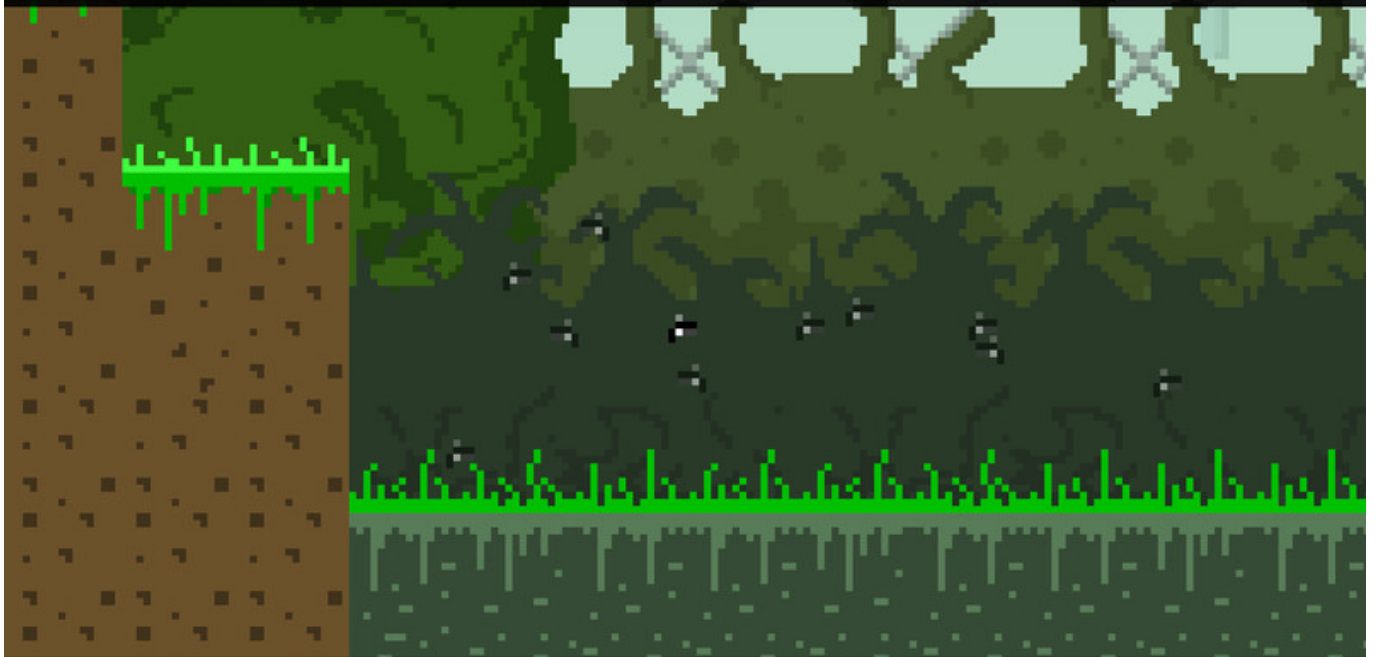
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- 15 - City (High Intensity)
 - 16 - Liberty or Death
 - 17 - Liberty or Death (Victory Sting)
 - 18 - A Fistful of Freedom (Low Intensity)
 - 19 - A Fistful of Freedom (High Intensity)
 - 20 - An Unbreakable Force
 - 21 - An Unbreakable Force (Victory Sting)
 - 22 - Alien Infestation (World Map Loop)
 - 23 - Alien Infestation (Low Intensity)
 - 24 - Alien Infestation (High Intensity)
 - 25 - The Alpha Xenomorph
 - 26 - The Alpha Xenomorph (Victory Sting)
 - 27 - Hell (World Map Loop)
 - 28 - Hell (Low Intensity)
 - 29 - Hell (High Intensity)
 - 30 - We Meet at Last (Low Intensity)
 - 31 - We Meet at Last (High Intensity)
 - 32 - We Meet At Last (Victory Sting)
 - 33 - No Sympathy for the Devil
 - 34 - Straight Outta Hell
 - 35 - Star Spangled Banner (Broforce Edition)
 - 36 - Trophy Room Victory Sting
 - 37 - The Ballad Of Rambro
 - 38 - Area Liberated
 - 39 - Second Amendment Rights (Deathmatch Victory Sting)
 - 40 - More Than Human (Pulse)
 - 41 - Vehicular Overcompensation (Pulse)
 - 42 - There's Always Another Ass to Kick (Pulse)
 - 43 - Blades of Death (Pulse)
 - 44 - Locked and Loaded (Pulse)
 - 45 - Man and Machine (Pulse)
 - 46 - The Tankening (Pulse)
 - 47 - One-Way Trip (Pulse)
 - 48 - Xenomorphobic (Pulse)
 - 49 - Something Not of this World (Pulse)
 - 50 - The Bowels of Hell (Pulse)
 - 51 - Evil Has Awakened (Pulse)
 - 52 - ExpendaBros Theme [Bonus Track]
 - 53 - ExpendaBros Theme (Metal Version) [Bonus Track]
 - 54 - The Hunt (2013 Proof of Concept Demo) [Bonus Track]
 - 55 - Village Massacre (2013 Proof of Concept Demo) [Bonus Track]

Title: Broforce: The Soundtrack
Genre: Action, Adventure, Casual, Indie
Developer:
Free Lives
Publisher:
Devolver Digital
Release Date: 15 Oct, 2015

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English

Continue (Z)



...to become a human?





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Works great on Windows, does exactly what it says. I do wish it had linux support though, as no matter what I try, it wont launch.. Great game and its Great at sneaking being a thief I love your game Nick Rizzo. Nice little stardust type shooter. accompanied by a good trance\techno type soundtrack. might take a while to get used the controls, as there's alot going on at the same time!

The difficulty is about right and the ship\weapon upgrades do help you pull through each level.

I like it but I'm an old asteroids\invaders nerd. Kind of a 2015 asteroids\super stardust makeover but a good one :)

. I first became aware of this novel by watching it streamed on Twitch. I was hooked from the begining . It hooks you instantly as the soldier gets shot . There is some intrigue and humor sprinkled throughout . Please dont dismiss this review because I only have a little playtime on it . Im playing it again after watching Zaxtor99 doing it on Twitch. I would recomend this whole heartedly . I love the characters each in thier own way and really there are no good guys or bad guys in this it is all how you decide to go kind of like a choose your own adventure book from when I was a kid . I would recomend 10 out of 10. Used to love playing this game on my ipad ages ago, glad to see it is on pc and happy to pay, runs great and I can already see loads of improvements and gameplay additions since I last played.

If you are a fan of terraria or starbound you'll equally love junk jack and some of the unique gameplay it offers.. Mindless Running is a fun little game that reminds me mostly of the period of time when mobile games similar to this style popped up everywhere. It's fast-paced, hard, and doesn't hesitate to start off strong. Haven't played much yet, but for 5 bucks it's really worth it. Controller support would be nice though.. its basically buying the game but its all good.. Great software but one thing. When I go into full screen mode, a part of the program is cut off, how do i fix this!?. For the price, this is pretty cool!

The UI leaves something to be desired in spots. Like for some reason you have to hit enter on the keyboard to confirm engineering when everything else can be done with the mouse. And there's some typos here and there. And the tutorial doesn't really explain everything, like that you have to unlock the other colony pods, I only stumbled across that in the quests screen. It feels a little early-access-ish, but it just came out and maybe there will be some polishing patches.

BUT, for 5 bucks (three on sale right now), it's a really chill little "wander around the universe" game where you scan planets and maybe terraform them a little, and put down colonies to make more money to buy more stuff. And then occasionally you can like, use something called THE WORLDTAKER to basically a kill a sentinet planet and use its neuro network to build a really good colony and that kind of makes me feel like a monster, and that's fun. And I guess I could bomb the colonies that the other alien races set up if I ever find the stuff to do that?

If this was priced higher, it would be hard to recommend, to be honest, but there's a lot there for cheap and so far it's been a really relaxing little game to chill out with while I watch tv or listen to a podcast. So, thumbs up.

Almost didn't buy because of the negative reviews, but (except for one regarding bass) they are all old and due to a temporary issue that occurred when this pack was first released. Runs fine, great songs.. The community is not dead.

We rose from the ashes like a phoenix.

We are the Realism Pit, and we are the last bastion of Gimbal's community.. Just about 30 minutes in and already having a great time.

The game is obviously inspired by [Capcom's "SonSon" and plays like a manic version of that game. Similarities: controls make your character move left, right, jump, and drop, and firing can only be done forwards or backwards, stationary or during movement. There are three planes along which you can travel, and enemies may come either along those lanes \(from either side\) or may fly independent of them.](#)

[Notable additions include a number of unlockable characters that feel like \(and, in one case, literally is\) Nuclear Throne characters, different strengths\weaknesses, different guns, and a different active\passive unique ability. There is a cumulative score based unlock system, which means even if you aren't good, you'll start getting new characters quickly. Finally, coins collected in game allow you to unlock items which essentially function as perks, giving new or improved abilities, or one time bonuses \(like refilling life\).](#)

[I don't know how much content the game has - I haven't yet reached the first REAL boss \(there are a number of short miniboss waves\), but the game so far is cute, fun, more than a little twitchy, and definitely scratches my "one more time" itch. I suspect I'll be playing it for a good long while to come.. Very good soundtrack with one minor problem. The wonderful ambience is not included in this soundtrack. Such a shame. I really liked the ambient tracks that played when you were walking through the rooms. It's what really creeped me out the most when I was playing Spooky's House of Jump Scares. Oh well, the songs included are well composed, so I can't complain too much.](#)

[Another thing, "Breakfast Was Too Early" made me cry, it might make you cry too.. WARNING: Windows 10 will crash repeatedly.](#)

[As for gameplay, I agree with both Jacq and andychow1234 in that the production of the game is poor and the tag casual need not apply since you only get a couple of minutes per level.](#)

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