
Broforce: The Soundtrack Cheat



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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]

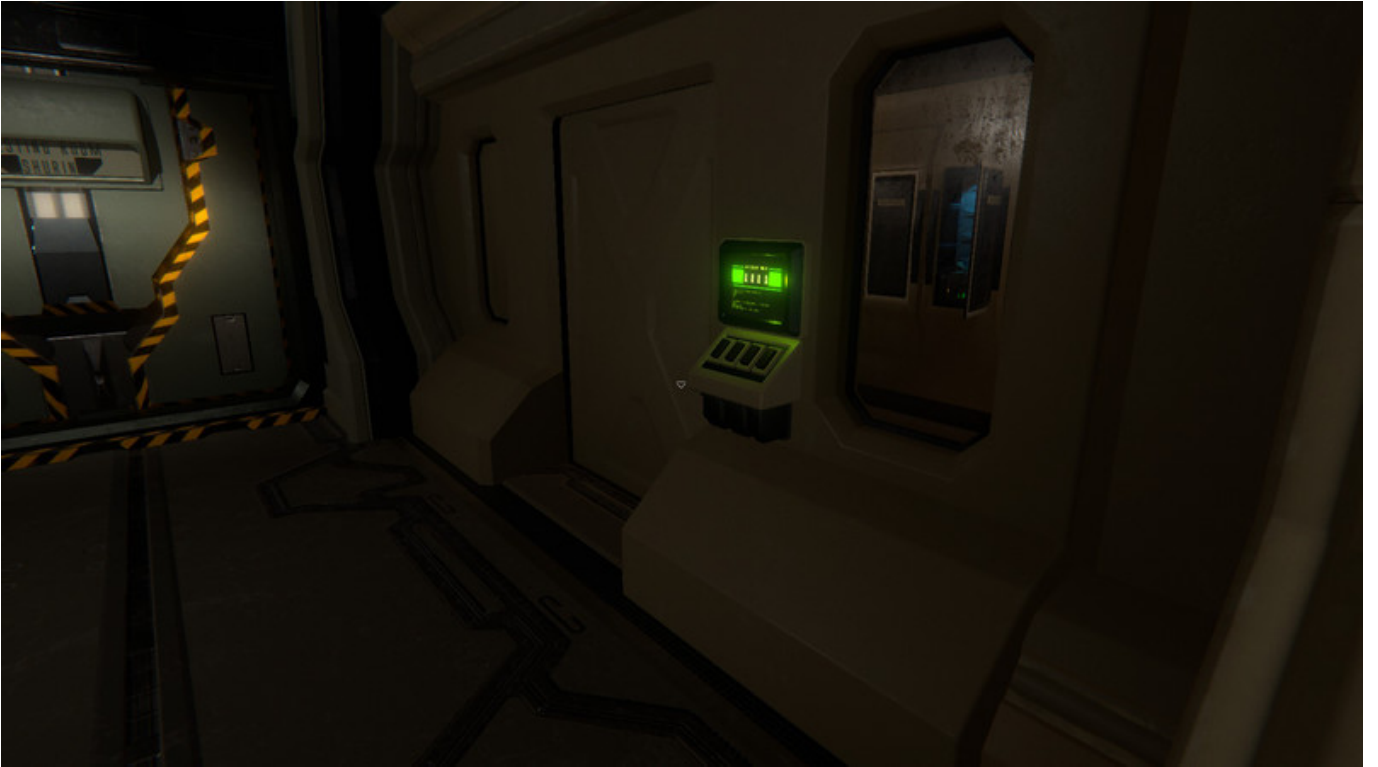
Title: Broforce: The Soundtrack
Genre: Action, Adventure, Casual, Indie
Developer:
Free Lives
Publisher:
Devolver Digital
Release Date: 15 Oct, 2015

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English







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I wanted to like this, cheap easy scares for VR right?

Video review below.

https://youtu.be/V4rjP_wi9i5M

[There are 2 'endings' where there are some small changes playing through and the last 30 seconds are different. so playing through it twice takes 8 minutes. Not complaining just stating the amount of content.](#)

[Not once was I really scared and I believe that was because of two reasons.](#)

[How random everything felt. "Lets throw in rats, spiders, an axe murder, some monsters, skeletons, a demon and a scifi metal ball!" I get that there are clues that make a story for somethings but it feels chaotic.](#)

[The animation is awful. Really doesn't help with imursion when there are rats running over me but their legs don't move and they are hovering above my body. I wouldn't be surprised if the assets where purchased because the models are decent.](#)

[I don't like writing negative reviews but I did watch the credits. don't let me discourage you \(devs\).](#)

[Final Rest is cheap and nasty.](#)

[BadV10](#)

[Update: Dev has changed the games description for the better. states the amount of content and that it's a VR experience.](#)

[When demoing I still wouldn't waste time showing someone this there are much better VR experiences out there.. I would recommend this game if you have a rival friend and need a new game to settle the score.](#)

[This game is very very deep and fun.](#)

[Tactical strategy board game.](#)

[Perfect to ruin your friends mood on anygiven day.](#)

[No need to buy the expansion at first. try out the base game before going anyfurther.](#)

[.Histrionic and fun game mechanics in the vein of TORMENTER X PUNISHER, via HOTLINE MIAMI \(one-touch kills/death, and quite obviously the soundtrack\). True cyberpunk aesthetics and themes \(now in vogue, so there's too much faux cyberpunk floating around\), and old school anime violence \(when bodies used to explode in a convincing manner\). The level of difficulty is "too damn high", but in a satisfying manner \(maybe I'm getting old, but I find that games have become crazily frantic in the last ten years\).. What the heck is this? No, seriously. It tries to be a Mario/Sonic/Late 90's pick-up-a-thons with ♥♥♥♥♥ier platforming mechanics and even ♥♥♥♥♥ier level design. Not to mention the achievements are...the same? Same name, same icon...but one is unlockable fairly easily but the other is a hidden achievement. What? So for the 5 mins or so I played it, I suppose you're supposed to control this...thing, which looks like a flask or something, and collect thingies around the map. These give you points. Oh, and you can open up a spawn menu and spawn a whole bunch of ♥♥♥♥♥ to supposedly help you around the level. Feels like an assignment for a game development student due to be passed up next week and done the week before. Something that I would so totally do, if I were one. Get it for the stickers and achievement I guess. Or to clog up your library with cheap games.. Great Coop Game, loads of fun and now they added workshop support for custom levels, even better!. freezes when i click the campaign button. i really like the look of this game. just let me play LUL. Cons: costs 2.5 euro](#)

Pros: You get to smash enemies with little girl, dressed as a teddy bear. Plus, you shoot hearts. And you hit with rainbow. It's all you ever wanted.. Frequently crashes after 5 minutes. I was unable to run this game.

The game loads into the main menu and then it hangs forever at the loading screen. It doesn't freeze, but just wait forever for the "ride" to load. It displays different loading messages like "your phone is getting warmer, connecting to server", "waiting for the cameraman", "loading pixels...", which are kinda fun for the first minutes, but after some time...

My gaming time of ~20 minutes was in the menu waiting for the launch, quitting the game, restarting the game, restarting the pc...

I requested a refund.

I have an Oculus Rift, I7, Nvidia gtx1070, 16gb ram

While I don't think it's a bad game, it sure does cater to a very specific type of players. It's an interesting concept but I quickly got bored with it after a while. Had to refund, sorry devs. Not my cup of tea, I guess.

I will, however give it a thumbs down simply due to it's haggling/combat mechanics. They're horrible, especially during the first hour when you're still rank 1 and struggling to make enough money/experience to rank up.. I would have given this a positive review if they weren't charging \$15 for it. I love the gameplay, the artwork, and the overall idea of this game, but there is only 1 level with 28 stages.... Then it's over. Not worth \$15.. I'm going to recommend this game simply on the fact that the developer seems like he really wants to make the player base happy and is doing a lot to fix the issues.

That said, I think my biggest observations with the game are:

- * UI / Controls (been said)
- * First mission has you controlling 4 people. I think they should start you solo and slowly introduce mechanics.
- * Mechanics need a LOT of work. Many of them just get in the player's way of having fun.
- * Art is amazing of course.
- * I expect a lot from this developer and have no doubt they'll deliver. I'm looking forward to releases in the next 3-6 months.

One extra thing. The actual management of a guild looked like the most fun to me. I understand scavenging, etc in the style of "This War of Mine", but I think until things are on par with those level of mechanics, that maybe I'd rather even have an "auto-heist" option with a chance of success or auto-pilot mode.. not very fun

bad voice acting

graphics like this have not aged well

simplistic level design

glitched through the floor and fell to my death. this games content is great, no question! but it's clear it was made for switch, and PC was an afterthought

it's locked to 60fps but to make that worse it defaults to the highest refresh rate, meaning if your monitors highest refresh rate isn't a multiple of 60 the game stutters, on 144hz it stutters to 20.8ms frametimes (48fps)

Workaround: use windowed borderless and set your refresh rate to 60hz. very fun and incredibly cheap at the sale price of 49 cents i would definatly recomend this on sale it is still very fun even if you dont have friends to play with

. Game is buggy and horribly developed, Really wish i had read reviews instead of buying on impulse. Save your money. Just download open broadcast software it does the same and better imo. A good VN in my humble opinion xD. The art is excellent, there is nothing bad to say about it, only good things. The story may seem to some to be short and perhaps it is compared to other VN, but I think it is still quite pleasant. The background music I think is according to the game and is not annoying, on the contrary, it's nice. I decided to buy this VN because it caught my attention (and I do not regret it) and after finishing with it I guess it only remains to go for Elisa: the innkeeper (I should have read this first, ups =9) haha. Kinda lame:

- Should have used higher res textures

- Run is static, not procedurally generated so it's the same always

Interesting as a proof of concept, that's about it.

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