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## About This Content

Nuclear Throne is a post-apocalyptic roguelike-like top-down shooter. Not 'the final hope of humanity' post-apocalyptic, but 'humanity is extinct and mutants and monsters now roam the world' post-apocalyptic. Fight your way through the wastelands with powerful weaponry, collecting radiation to mutate some new limbs and abilities. All these things and more you could do if only you were good at this game. Can you reach the Nuclear Throne?

Go through the rough world of Fish, Eyes, Crystal and other mutants with this 35 (+13) track journey of music. Made throughout the development of the game over 2+ years.

Download to get 35 tracks, 13 bonus songs and demos and instructions how to play the songs 'Legend of the Throne' and 'Kings and Queens of Wasteland' on guitar! (All bonus content is in a zip file called 'wasteland\_scraps.zip'. Press 'SHOW IN SYSTEM' under the Play album button in your Steam client to find it.)

## Tracklist

- 1. Legend of the Throne 02:07
- 2. Fläshyn 01:27
- 3. Biggest Bandit 01:30

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- 4. Groundwork of the Past 02:17
  - 5. Mt. Rubble 01:35
  - 6. Dogs 01:34
  - 7. After Bloodshed 01:03
  - 8. Crystallized Fear 02:21
  - 9. Frozen City 02:37
  - 10. The One They Left Behind 01:28
  - 11. Where They Were Changed 01:59
  - 12. Place of Power 02:34
  - 13. Nuclear Throne 02:09
  - 14. This Is It 01:21
  - 15. Beyond the Portal 02:35
  - 16. Captain 01:36
  - 17. Kings and Queens of Wasteland 04:30
  - 18. Campfire 01:02
  - 19. A Way 02:25
  - 20. Lament of a Mother 01:29
  - 21. Secret Entrance 01:51
  - 22. Mind Killer 01:49
  - 23. Vault 01:32
  - 24. Guardians of the Crown 01:46
  - 25. Ode 02:09
  - 26. Machine God 01:37
  - 27. Come So Far 01:59
  - 28. The Place I Once Called Home 01:22
  - 29. Cursed Killer 01:50
  - 30. Under Water (feat. Danny B) 02:18

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- 31. What's That Smell (feat. Eirik Suhrke) 01:37
  - 32. Venus Mansion (feat. Doseone) 02:48
  - 33. Is This Happening (feat. Disasterpeace) 02:28
  - 34. So Green (feat. Daniel Hagström) 02:13
  - 35. Where The Guns At (feat. Joonas Turner) 02:20

### **Details**

- *All songs composed, recorded and mixed by Jukio Kallio*
- *Mastered in E-Studio, Helsinki by Petri Majuri*
- *Thanks for Doseone, Eirik Suhrke, Disasterpeace, Danny B, Daniel Hagström and Joonas Turner for joining on secret level tracks*
- *'Campfire' original composition by Eirik Suhrke*
- *'Y.V. Car Loop' bonus track and lead guitars on 'Mind Killer' by Joonas Turner*
- *Huge thanks to Vlambeer's Rami Ismail and Jan Willem Nijman for getting me on this project and supporting for 3 years. Thanks rest of the team, Paul Veer, Joonas Turner and Justin Chan, for always giving amazing feedback and support. Y'all kept me sane all this time*

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Title: Nuclear Throne - Original Soundtrack by Jukio Kallio

Genre: Action, Indie, RPG

Developer:

Jukio Kallio

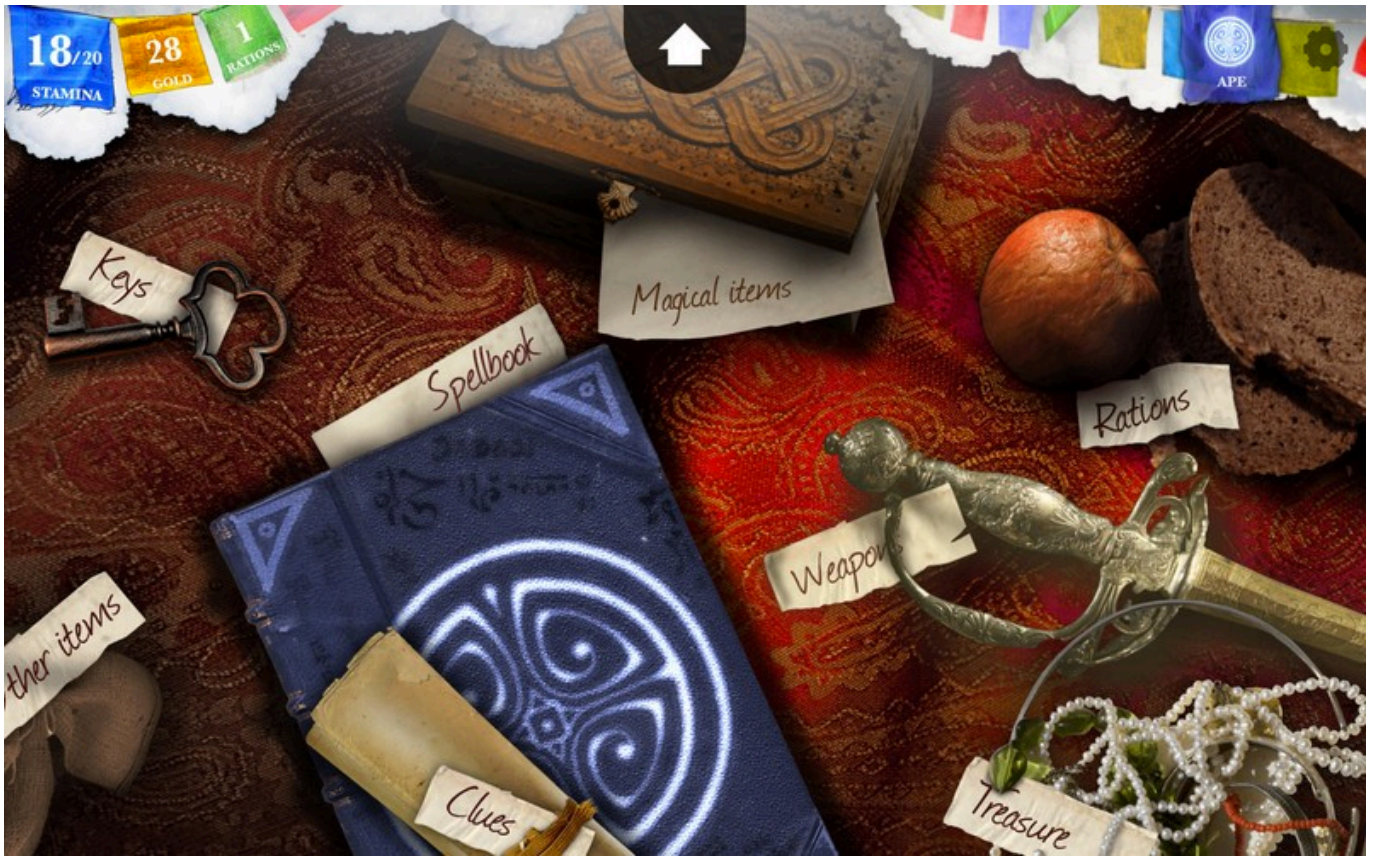
Publisher:

Vlambeer

Release Date: 14 Dec, 2015

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English









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Boost is great! Oh, and the toppers and banners are nice too. Kinda wish there was a home run goal explosion.... i would recomend it. i'd have to look far and wide, for a game filled with this many errors..

don't like me changing a specific graphics setting?

don't like me clicking on specific tool options?

reply from the game to both: i crashed, sorry!

here's a cool one:

want to watch tutorial videos?

nope, i will not play videos for you, deal with it or i crash!

atleast i bought this game with a 90% discount, otherwise i'd be very, very, VERY ♥♥♥♥ING sad about having ever bought it!!

otherwise, whatever gameplay i got out of it, it seemed to have a budding potential. This is an amazing game if you like the old DF1 type combat... fast movement, a ton of spells and abilities, and high-skill ceiling action.

. I played the original TAG many years ago and got my key for TAW not long after it was announced, it's been a long time coming, but have to say - I feel there has been allot of great work gone into the gfx and the background story.. I did find the controls a little floaty at first(using xbox controller) but soon got into the feel of it.. I have had 2 crashes though! And put this more down to Construct programming language (the original ) being used.. As Im sure that having watched the early days of Robit studio making the game,it's what he was using to make the game, And I know from using it myself it had a few underlying flaws.. That's why the moved onto making Construst 2 and now 3..

With all that said,the game is great and took me back to my love of platforming games and know I'll be putting a good many hours into getting to the end of this one.. Well worth the £7 asked for... Why did it have to be bugs?

<edit>

Bugged. Repetitive.

Go play Xevious, far better way to spend your time.

</vedit>

People claim this game is hard, I've yet to run into that. Then again, I've only made it to level 2, which has thus far been impossible due to essential ships flying through walls where they become invincible. Might just be me, might not be.

Thrice now I've been unkindly hindered by heavy fighters flying through walls and getting stuck on the wrong side of a barrier. Them pandas... so sad.

If you still plan on playing this game, which is not a terrible choice, bring a controller. The support is instant and is by far and away the best control scheme.. And another overpriced dlc with not enough content.

Don't get me wrong, this has some really good maps.

But it costs almost as much as the entire main game.

That seems a bit overpriced. It doesn't give us much.

It's a cool content, but it's really not worth that price.

I would give it a neutral review, but steam can't do so.

Therefore, I must leave a negative review here instead.. So as someone who was actually a forklift operator for many years, this game really brought back a few memories. Mainly memories of doing thoughtless pick-this-up-here-and-put-it-there tasks. I know this is only \$1.99, and for that price it's a decent experience.

Needs mast tilting though for full forklift effect. Oh and more steel racking placed in weird♥♥♥♥♥spots with many shelves. Then have someone tell you to put something that's obviously too big for the area they want you to put it in.

Oh and with keyboard controls the accelerration is a little wonky.

But for \$2 I can't complain.. The game is okay, the story is okay, but I can't recommend anyone to buy this.

I'm really glad the dev put in a skip mode, though. Makes getting the achievements so much easier!. A nice puzzle game otherwise, but it's a bit of a resource hog, I cannot see why.



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For \$0.89 cents how can you say no? You get the German special forces character that looks the coolest, and you get 2 different loadouts to play with. one is the STG44 with grenades and pistol. the other loadout is the FG42 machine gun with TNT and pistol.

I also purchased this to support the developer because for a free game, its really good!. This game is a gem. Well polished. Easy yet a lot of strategy involved. I hope this one catches on. I have played MP finally and am hoping there is a base to keep this game afloat. Tons of Fun!. The controls are a little wonky, but the port is good. I enjoy the voice acting and it took me a while to learn what buttons do what. The game didn't even tell me how to rotate the camera, I had to experiment and find out myself. But other than that, I'm glad to be able to play the game on a larger screen than my PS Vita. The one thing I don't like is the opening song. That was the ONE thing I was looking forward to hearing, and they changed it to some kind of dubstep techno version. I was so disappointed by that. But it's a good game regardless, I recommend buying it. It's a nice little adventure.. Played this game a long time ago and when i saw it here I had to get it. Played it through and thought the graphics are old school it was still an awesome game with some comic relief in it. The end of the credits is where you wanna be!

FOR GABRIEL!!!!!! Cute platform with very nice "hand-drawn" style.

It's short but enough to fully enjoy it. Also, it's not as easy as you might think since like old style platformers, you have only 1 life so when you die, you have to restart the level again. Rinse and repeat until you learn the level by heart.

And the game is amazingly for free! :-D

PS: kuudos also from some anime references (like Dr.Slump and Saint Seiya!

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