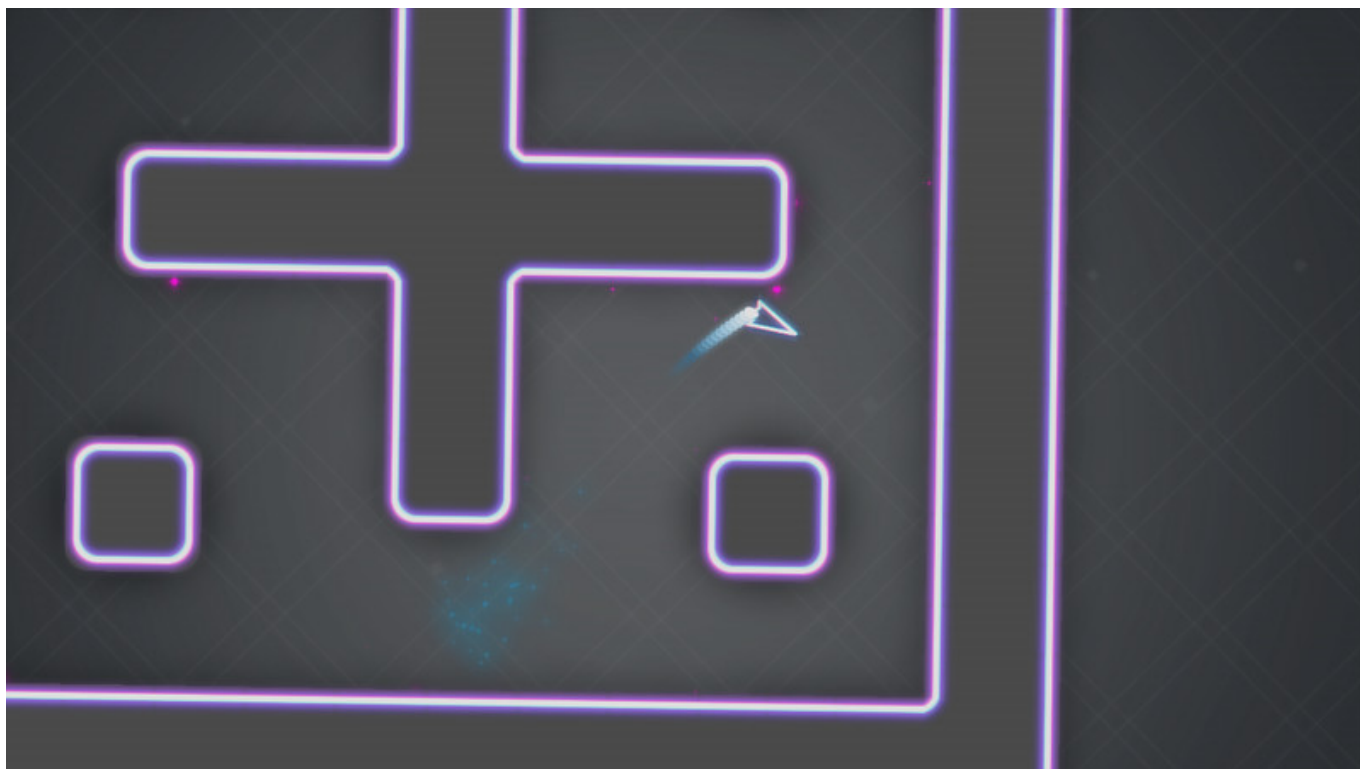


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FRAMED Collection - The Original Soundtrack Activation Code [portable Edition]



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## About This Content

This is the official soundtrack for FRAMED Collection, featuring original live jazz performances that fuse modern themes and funky beats to create an evocative, mystery-laden groove. The soundtrack includes the music from both FRAMED and FRAMED 2.

## FULL TRACK LISTING

### FRAMED OST:

1. Framed
2. Grace
3. Interlude
4. Get On
5. Cue
6. Carried Away
7. Redemption
8. Cast & Crew

### FRAMED 2 OST:

1. Arrival
2. Strollin
3. Off The Leash
4. The Meeting

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5. Air Vent
  6. The Doors
  7. Skyline
  8. Mercy
  9. Cemented
  10. Memories
  11. Tiptoe
  12. Falling
  13. Ascension
  14. Bang a Gong
  15. Cardboard Box
  16. Confrontation
  17. Betrayal
  18. Leaving

FRAMED 2 Original Soundtrack credits & legal info.

Produced, Arranged & Composed by Adrian Moore.  
Saxophone Performed by Lauren Mullarvey.  
Mastered by Justin Shturtz, Sterling Sound NYC.

Special thanks to Claire Barilla, Joshua Boggs, Ollie Browne, Stu Lloyd & Suzie Szabo.

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For more information about the game, FRAMED Collection, please visit the store page.  
<http://store.steampowered.com/app/322450/>

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Title: FRAMED Collection - The Original Soundtrack

Genre: Adventure, Casual, Indie

Developer:

Loveshack Entertainment

Publisher:

Fellow Traveller

Release Date: 17 May, 2018

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**Minimum:**

**OS:** Windows XP+

**Memory:** 2 GB RAM GB RAM

**Graphics:** 512MB

**Storage:** 2 MB available space

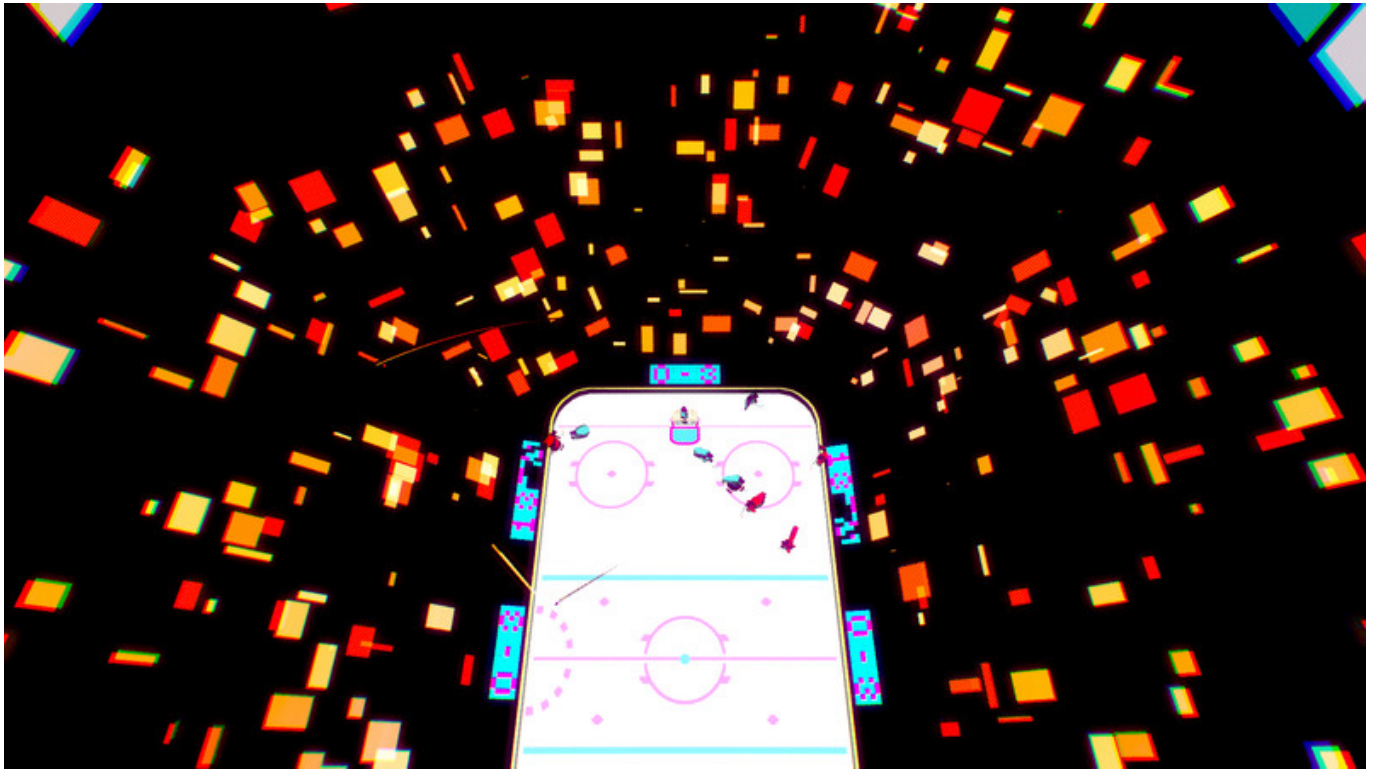
**Additional Notes:** Playable by any popular media player

English,French,Italian,German,Japanese,Korean,Simplified

Chinese,Danish,Dutch,Finnish,Greek,Norwegian,Portuguese,Russian,Swedish,Thai,Traditional Chinese,Turkish







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NOT OPEN WORLD, store page makes it look like some great open world but its just a arena pvp game EDIT: Sorry about being so harsh about it, right now this game is a arena shooter but will become a open world. This game looks really cool and will hopefully become great game. BTW thanks for the admin riad55 for explaining what the team is working on. I bought this along with the Isle of Wight route mainly because I wanted to enjoy the London 1938 stock in two different ways. But I ended up regretting this part of the purchase, and because I played for too long I can't get a refund.

The only "strong" point of this DLC is the 1938 tube stock itself. Is not entirely true that it's a mere repaint of the IoW Class 483, as it boasts a new, more detailed interior and driver cab, plus middle coaches that the IoW stock doesn't have. But those are pretty much the only good things about it. Many people say the headlights don't work, and that's not true. They do work with the correct combination of keys. They are tied to the train destinations, which by the way are totally unrelated to the ridiculously-named stations of the route. The manual does not specify anything about this. The interior at first glance is aesthetically better than the IoW stock, but when you go through a tunnel at daytime it becomes very dark, like if the lights weren't illuminating at all. The brake handle is the wrong way around, and it's annoying if you're already used to the Class 483 from the IoW, which is basically the same train. There are a few level crossings on the route, and in one of them the cars simply do not stop when you're about to pass.

I haven't tried the rest of the trains, but apparently from what I've heard they are all reused from other packs, and so is the route. This very route was previously available as a DLC named "Phorum Peninsula" whose funds went to charity. They removed it from the store at some point, and brought it back with some changes as a mere cash-grabber.

Don't buy this add-on. Buy the Isle of Wight route instead, it's a bit older but a lot more of care and effort was put into it.. Why does this count as part of the season pass? it was release dlc. Enjoy stale, repetitive puzzles? Occasional "save the planet" tips about as intuitive as wearing a helmet while riding a motorcycle? Zero plot investment? Completely arbitrary achievements? Count me in!

... Wait.. Enjoyable if you like shooting dice. Has a few kinks to workout, but I won a bunch and then lost it all. Just like the real thing. 8.5/10. English translation (I'm not sure what is correct)

I recommend the game, but the developers want to say this: there is little variety. I think it would be better if you add:

-Plot.

-Multiplayer.

- An open world (as an option) (I do not mean that the cards should be removed, I want to say that, for example, one or another race must be reached in an open world)

-If you add an open world, then why not add cops or other racers (AI).

-Make it so that you can turn on your music in the background.

I liked the game, it is worth the money (in my stores some buns are more expensive).

Игру рекомендую, но разработчикам хочу сказать вот что: мало разнообразия. Думаю будет лучше если добавить:

-Сюжет.

-Мультиплеер.

-Открытый мир (как вариант) (я не имею ввиду что карты надо убрать, я хочу сказать что например, до той или иной гонки надо доехать по открытому миру)

-Если добавить открытый мир, то почему бы не добавить полицейских или других гонщиков (AI).

-Сделать так, чтобы на фоне можно было включить свою музыку.

Игра понравилась, стоит своих денег (у меня в магазинах некоторые булочки дороже стоят).. I would recommend you buy this but only if it is on sale. Engine looks pretty sharp but sounds are recycled and terrible.. Bugs including:

Aircraft on the ground holding short suddenly moved and crashed in to other aircrafts like Kamikaze.

The game tell me a crash has happened, but I watched the replay over 10 times still couldn't find where the crash happened.

Taxing planes may go through each others.

The texture of plane are not very well, and the in-cabin camera is useless with poor quality textures. The zoom of radar can not be changed. The flying route of aircrafts are very strange with sharp turns.

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It's a fun game just a little expensive with the current quality.

p.s. Some advices:

A foldable table shows the status of planes in the airport and approaching for landing, may looking like another game: "911 Operator". Let me can select aircrafts and arrange runways for them from the table.

Zoom-able radar for easier to select an aircraft.

Making a more smooth route for the aircraft. Or let players able to draw routes for planes (Like I learned in Microsoft Flight Simulator: The Approach tell pilot turn to 255 - turn to 190 - turn to 165...).

Also hoping emergency on runways such as failed landing etc. I'd like to pay more for this as a DLC.. Awesome game. Runs great on Fedora 29



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Great game so far, simple but of a high quality, at a very fair price.

EDIT: dev is really awesome and listens to playerbase. games crashes when i run with this on to record . This is the sequel to UFO:Aftermath and although it tries to be much better game, it isn't. A lot of the extra complexity causes glitches (like equipment sharing across different squads). There are fatal bugs. The worst crime however is that it just goes on too long. As soon as think you're near the end you find yourself with a whole sting of repetitive missions to endure, and that happens twice.. we cant call them that anymore, i believe the correct terminology is Grabican American 1/10 its a hog with more work and no story. This game is awesome. The graphic is perfect and sounds are so real and scary. Characters are all well designed, and I like the control of the game. I liked my little phone in the game. It's such a unique idea to have a little cute phone in game. I purchased it today and I'm already in love with it. It's so addictive. Can't say that it's the best horror game but I can definitely say that it's among the bests. definitely worth the price. I don't regret:). I really like John and Shaun

Especially John. LUMINES!!!!!! ON STEAM!!!!!! AM I DREAMING???????. Even in its unfinished state the game is great and very addiciting. Currently about 12 hours of content here. Hope to see more tech and fully fleshed out story line

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