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About This Content

The Emporium of Copper and Steel features over 30 orchestrated tracks with a distinctive mix of Steampunk/Victorian/Industrial sounds.

Created by Murray Atkinson from VGM Library, this epic pack brings you any mood you could ask for:

- Zimmer-inspired Sherlock Holmes style full orchestral masterpieces
 - mysterious Chopin-like piano nocturnes
 - epic industrial confrontation battle pieces
 - old time piano playing right out of a classic saloon
 - music for carnivals, fairs and fun parks
 - spaghetti-western themed songs
- Baroque harpsichord parlour pieces conjuring images of 18th Century European nobility
 - magical music box pieces
- fast paced post-punk industrial blitzes perfect for epic steampunk fueled battles.

If that wasn't enough, the pack also has over 50 unique sound effects, perfect for puzzles and exploration! Fans of great music, and especially Steampunk, won't find a better accompaniment than this.

This pack contains:

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- 34 gorgeous orchestrated tracks – over an hour of music!
 - 54 Steampunk sound effects and musical cues.
 - Themes for every mood – adventure, romance, dread, humor and battle.
 - .ogg and .m4a formats included.
 - Royalty free music to use in your commercial and non-commercial RPG/IG Maker projects

Check out other Music Packs created by Murray Atkinson:

[Wonderland Music Pack](#)
[Medieval Warfare Music Pack](#)
[Heaven and Earth Music Pack](#)
[The Agency Music Pack](#)
[Rebel Rapture Music Pack](#)
[Epic Strings Music Pack](#)
[Heist Music Pack](#)
[Sinister Hollows Music Pack](#)
[Classic Fantasy Music Pack](#)
[Spanish Guitar Strings](#)

Tracklist:

- 1 - Absinthe
- 2 - Alchemical Panic
- 3 - Approach of the Airships
- 4 - Clockwork Dementia
- 5 - Django Go Groovy
- 6 - Faeries and Sprites Delight
- 7 - Fairgrounds Organ
- 8 - Gypsy Cabaret
- 9 - Hallucination - Am I Dreaming
- 10 - Haunted Shoppe of Cursed Dreams
- 11 - Il Bandito
- 12 - London Mystery
- 13 - Metropolis
- 14 - Music Box Dance
- 15 - Music Box Melody
- 16 - Mystical Music Box
- 17 - Nocturne in C minor (Orchestra)
- 18 - Nocturne in C minor (Piano)
- 19 - Nuit du Carnaval
- 20 - Ode to Our Royal Queen (Quartet)
- 21 - Ode to Our Royal Queen
- 22 - Prescription Absynthe
- 23 - Red Baron - Biplane Bombardment
- 24 - Royal Victorian Guard
- 25 - Saloon of Villains
- 26 - Steam Cavalry
- 27 - The Kings Court
- 28 - The Mystery of Hugh Dunit
- 29 - The Showdown - High Noon
- 30 - Vagabond Magic

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- 31 - Waltz Impromptu
 - 32 - Window Shoppe Music Box Dream
 - 33 - Window Shoppe Music Box
 - 34 - Ye Olde Player Piano

Title: RPG Maker MV - The Emporium of Copper and Steel
Genre: Design & Illustration, Web Publishing, Game Development
Developer:
Murray Atkinson, VGM Library
Publisher:
Degica
Franchise:
Maker
Release Date: 1 Mar, 2018

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English,French,Italian,German,Russian,Japanese,Korean,Traditional Chinese,Arabic,Simplified Chinese

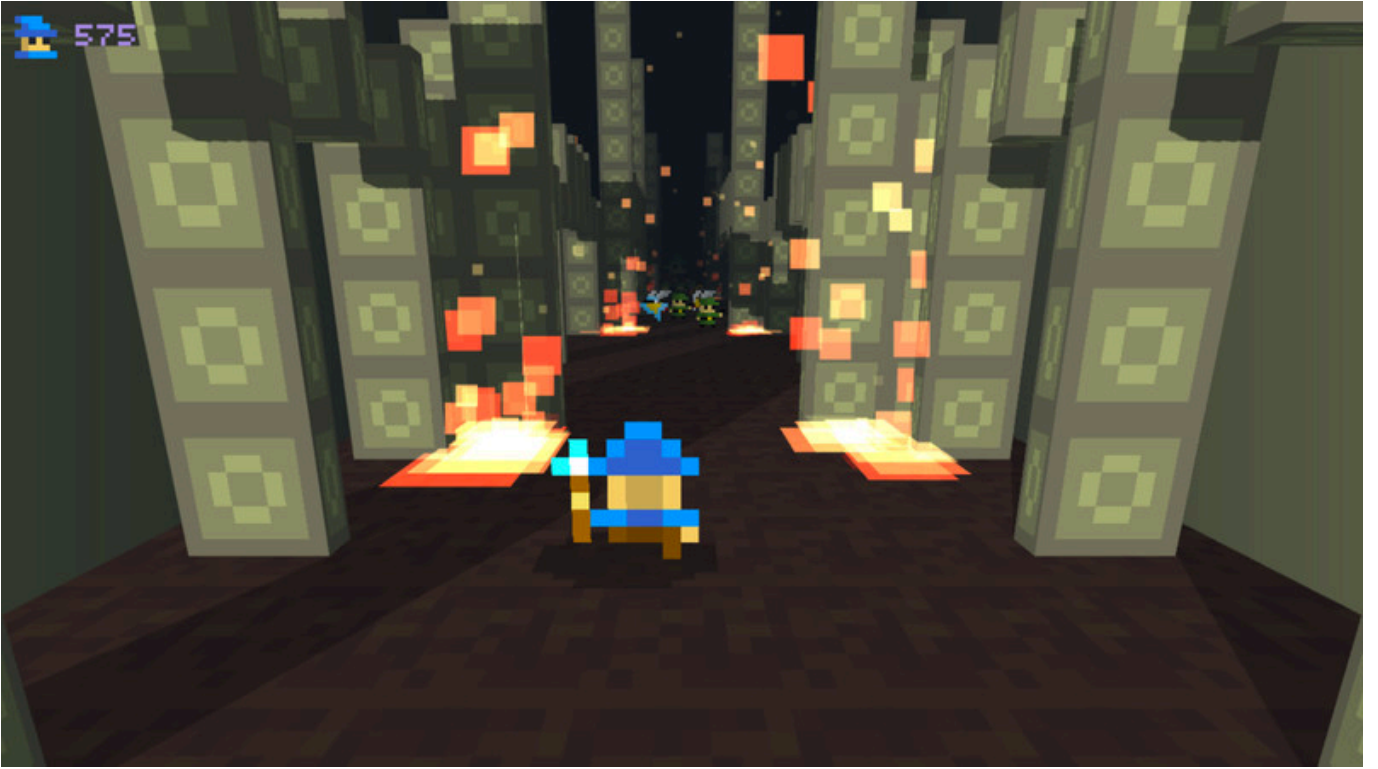
护身符里的奇怪纸条
到底想要表达什么



出乎我意料的是，里面并没有什么留言。 ▣







Not worth the money. Umm... It's not fun.. This is technically a "match-3" title, but it's of the vein where you need to click 3+ connected pieces of a type to destroy them all, not "three in a row = destroyed". The problem is... well, this is the beginning of a series. And like any first game in one of these casual titles, it's rough in a lot of ways. (See: Bejeweled, 7 Wonders, etc.)

Specifically, the biggest problem comes in how powerups and board-shapes work*. This title does not have the "there will always be a viable move" code of a Bejeweled 2+, or the constantly-refilling powerups of a 7 Wonders. Your powerups straight up only recharge when you break adjacent icons of that powerup. and it takes... 5? 6? per powerup to recharge it. But they only appear on certain levels! So if you use a powerup, you're placing a bet you won't need it at all until the next board that has that icon on it. They don't appear on all stages.

The board shapes, on the other hand, come down to this: when new pieces fall in, they only fall from the "top" of the screen on most boards. (Some really strangely shaped ones break this rule.) BUT. It's not a permanent "refill the board, if a piece breaks, you get new ones" thing like most other titles. If there's debris in the way, or you didn't destroy a piece with a clear "path" to the top of the screen, nothing new falls. This, combined with the "no guaranteed matches" I mentioned above, means you WILL have to restart some levels if the RNG doesn't play nice. It can make unwinnable, unalterable states.

I bought all three games in the series at once, and am moving onto SM2 after writing this. I hope that the game was improved between sequels. This one has aged terribly, make it a last resort.

* I am playing on "Hard" out of two difficulties, Easy and Hard. If this is different on Easy, please, use that mode instead.. I'm not fishing for likes here but. But holy Scrimp i do like his voice.

But.. no, you dolphinitely don't need him in your party to progress.

But all seariousness it's worth it just for the soothing voice. (Eng version though)

. Controls are slow and inaccurate. Feels like a bad port of a free flash game. Options don't save, some sounds/music are way too loud. Enemies spawn behind you so it's easy to get into no-win situations. Not a fun time and not worth it even at its low price.

A must have for any pc gamer, graphicly impressive and a deep story line i cant wait for the season pass to realese, I strongly recommend this product for any gamer experienced or not in all ages.

Warning sometimes uses faoul language.

Not suitable for anyone under 500 years.. I believe this is the slowest heavy tank in the game, even slower than the maus. It also packs a punch. It has a 4.7 br gun with a sabot shot. Even at 6.0 im able to bounce a ton of shots. I 100% recommend it.. The 8th mission in this pack, Leyte, is my favorite mission in any DLC. An amphibious invasion of the Phillippines is the feature, complete with large-scale naval battles, air support, kamikaze....much more. The whole campaign is a fun approach to the theatre, which each victory enabling you to build on the other.

Very worth the pricepoint. You'll probably get a dollar or more per hour of playtime of this (and more yet if it's not on sale).

Also I have a 4-star Jeep zooming around lighting up scattered defenses and the ability to utilize Jeeps with machine guns is something every game should have. Buy it.. Catch a Falling Star is a casual game where the objective is to catch falling stars (huh sounds like the title).

Overall, this game is very simplistic, but that is good. It is most definitely a casual game that you can play when you are bored, in class, or just want something slower and nice. The graphics of the game are simple, but they work with the type of game this is. The music also matches the game. There is nothing much bad to say about this game really, considering the purpose of this game and how cheap it is (its only \$1).

Overall, I would recommend this game as a casual game to play when you have nothing else to do. Kind of like some iPhone time killers, except this is actually kind of relaxing. The price tag is low, there are steam achievements, and the game has steam trading cards.

Rating: 7.9/10

Recommend Price: \$0.99 or below. Basically what I did:

started game.

new character.

punched trees.

killed all animals for stuff.

crafted what was thought to be useful.

found it all useless.

survived the night in a 9x9 hut.

daylight came.

made pickaxe.

dug.

almost died of enemies.

ran back to top.

rated game thumbs up.

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