
Chromatic Download] [key]



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About This Game

An original and challenging survival arcade game about colors!

Your **Chromacore** is stranded in the depths of space and the only way to survive is to show to the universe the *True Rainbow Power!*

Combining speed, action, and emotion (*and some rage*), Chromatic will let you unleash your **awesome gaming skills** through a fantastic, but dangerous adventure in space-time.

To survive, your goal is to disintegrate the vicious hazards by selecting the *opposite* color of your enemies.

Use your **Chromabeam** to quickly wipe out all the dangers and be rewarded with *huge combos!*

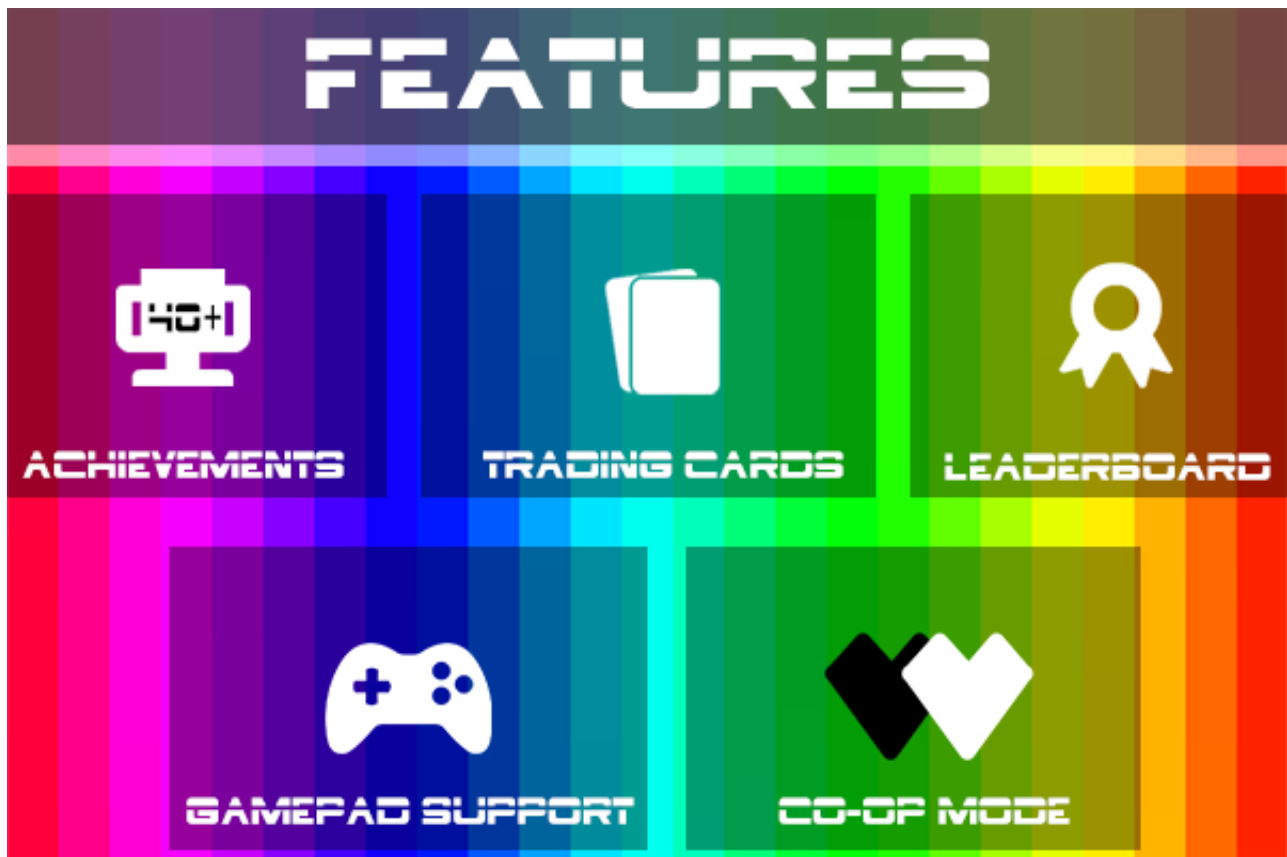
Reach your eye tolerance limit and be proud (or not) of your score!

Fight against *badass bosses* that will push you to use your best **strategies** to win.

Will you have the **courage** to deal with that challenge where your unique allies are colors ?

Or double the fun and call a friend to help you with the badass **Chroma-Missile Launcher** !

Have fun with this colorful Indie game. It's made with nothing but **love**! <3



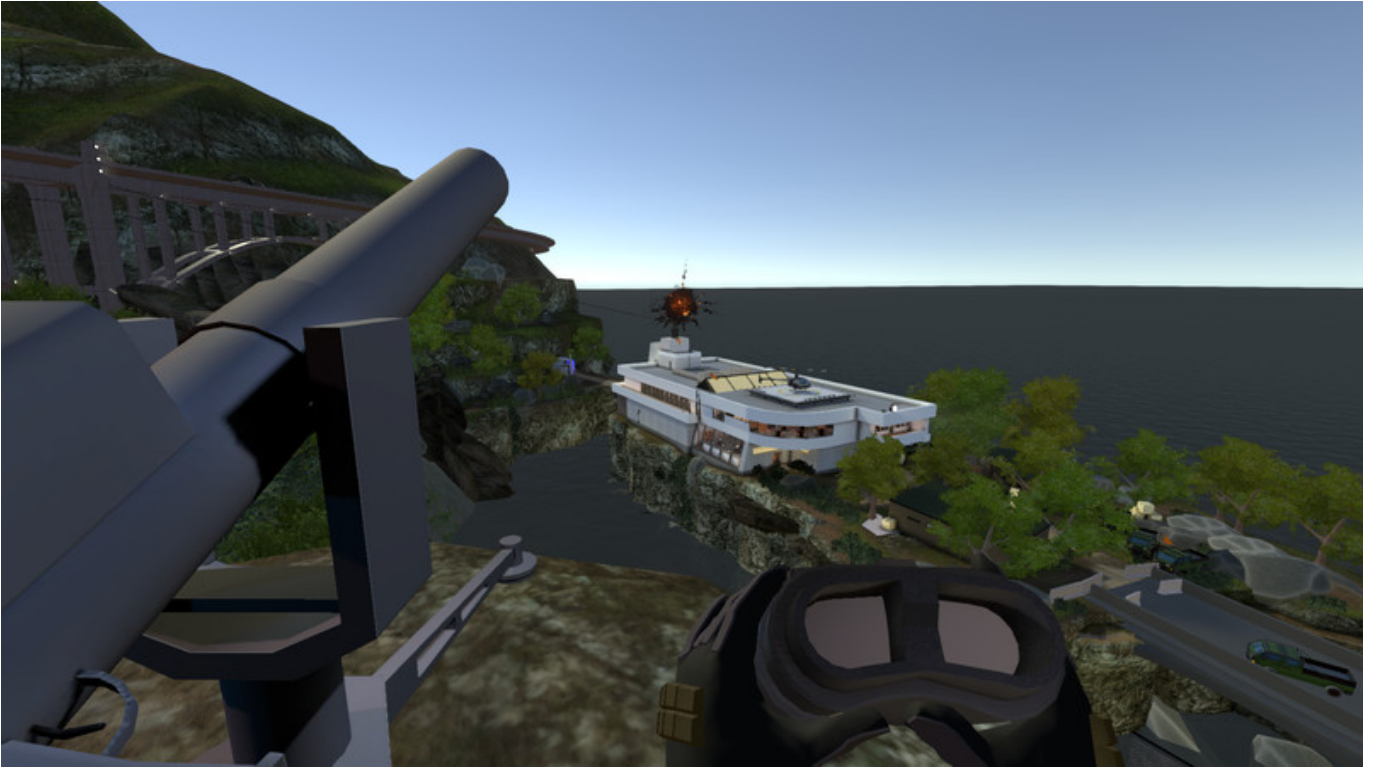
Features

- Over 40 thrilling *Achievements* to unlock
- Incoming trading cards support
- Double the fun and play with a friend in *Coop* mode
- Mouse and *Gamepad* support (XBOX controller, Sony DualShock, Steam Controller ...)
- Features 50+ different hazards randomly generated but organized in difficulties over time
- Includes epic boss fights to challenge your skills
- Action, emotions and high level of intense progressive gameplay
- A nostalgia game to play again and again to improve your World Rank in the *Leaderboards*

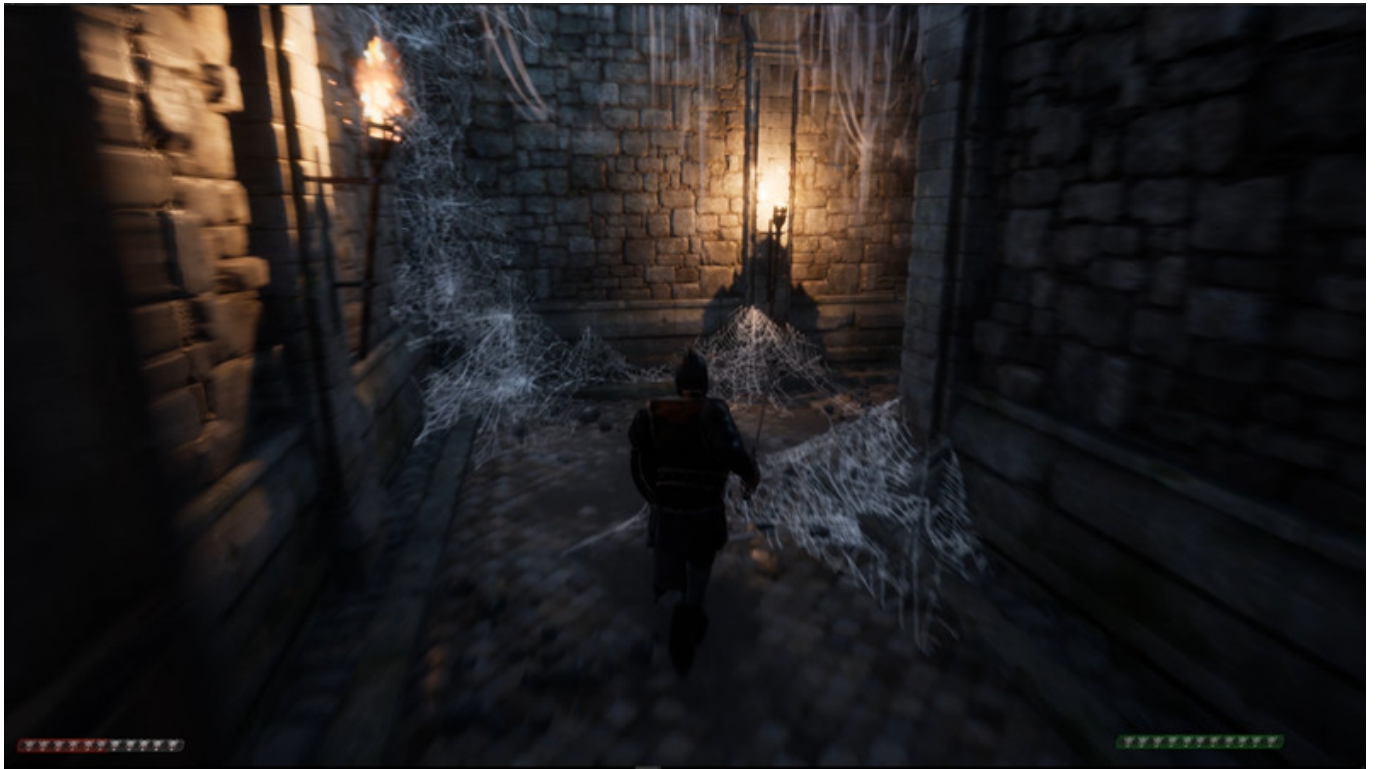
Title: Chromatic
Genre: Action, Indie
Developer:
Marc-Antoine Jacob
Publisher:
MAJ Studio
Release Date: 17 Jul, 2017

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English, French, Italian, German, Arabic, Bulgarian, Czech, Danish, Dutch, Finnish, Greek, Hungarian, Japanese, Korean, Norwegian, Polish, Portuguese, Romanian, Russian, Simplified Chinese, Swedish, Thai, Traditional Chinese







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This game is really cute and sweet. I loved it.. This game takes me back to the days of the old N64 and gamecube games has the same feel the music is very good(not my fav band but i like them) you can pick this game up fast. not to much depth but just right to play and then go about your day. co-op would have been nice or online death match. but it works, if you like hack n slash give this a try. If you like Avenged Sevenfold its a must have like I said the music was very good!. Played through the first four levels. It's alright, but nothing remarkable. It has some fundamental flaws that I don't like.

First of all it basically forces you to fight at one place, you can't dance around enemies as you get fleeing damage if you do so. This might work coupled with an interesting fight mechanism, but this game doesn't have that. It's just your basic reaction test: push the attack button when your attack is ready.

Your charactes are in a line opposed to a grid. This forces you to move your mouse further than in a traditional two by two grid placement and because of that, fast weapons are in disadvantage as you miss those important seconds what you save by using those weapons. Spellcasters can use only two spells at a time and they have to sacrifice their hand slots for them and they even share the cooldowns with each of their spells. This basically means that your utility spells are useless, you just use heals with your healer and your best damage option with other casters. All this combined makes the fights little bit boring. And on top of everything, as your characters don't need any food or water, you can rest after every fight without any disadvantage.

Leveling is predefined. You don't get to make any choices as your characters level up. And you don't get to swap your characters in the line, it automatically assign your characters to the imaginary front and back row based on the class. It doesn't tell you which character are in those rows, only way you know that this happens is by reading a random tooltip during sleeping. So the only meaningful choises are made in the beginning by choosing a class and of course what equipment you use with your characters.

Level design was a little bit boring. It's your standard labyrinth. It had some furniture in it to evoke some meaning to the design, but mostly it was just boring corridors and rooms. But I've seen worse. Puzzles in the first four levels were pretty basic.

Music I liked and couple of the monsters were pretty nice looking.

All in all, I can't really recommend this game to anyone else than the most enthusiastic dungeon crawlers.. The game is still in work in progress i can see the potential in this game keep it up!. Based on the Demo Version of this game from my Tomb Raider 2 PC Gamer Demo Disc, now in it's full Trinitron Television/Betamovie\FH-7 MK-2\ICF-7600D\CD Player\APM Speaker Sony State-of-the-Art Format just the way I like my 1980s, 1990s & 2005 TV\VHS\Betamax\DVD & Laserdisc

Entertainment.. Holds much focus on the early years of video games. Gives an in depth review into Atari, outlining its rise and fall. Very refreshing to watch.

It sparked some frustrating and angered emotions after learning how Atari attributed to the fall of the company and the video game crash in the early 80's.

Lessons can be learned for everyone by watching this piece of film.. Found out about this game at their first 48 hour gamejam, been following them ever since. Game is an absolute blast with friends and worth every penny. Also only lost 1 kid and still got a B+ cause I set up all the pinatas and BBQ for the other favourite kids, so overall, I give this game a good solid 8/10 and would recommend to upcoming parents to let them have a taste of whats to come.

Wow awesome game! My kids enjoy it!. My friend got it for me as a gift, I refunded the game.. can't remember. Gish is a weird platformer that takes a lot of getting used to. You play as a blob that uses his blobbiness to traverse the environment. The controls are rather awkward, even when you get used to them, but provide an unusual platforming experience that's hard not to recommend to platformer fans, if only to shake things up from the usual.. I thought the idea was cool and have always been interested in learning to play the drums but I didn't find this tool especially helpful for that or as intuitive as advertised. It's fun, don't get me wrong, and it's a cool concept, but I can't see myself using this often, and I can't justify the price tag so I refunded.

I wish the devs the best of luck and hope they continue to expand this idea, but I just can't get in with this project.. This game is not worth \$7.79. If you can get it as part of a bundle or at a drastic discount though, consider playing around with it for a bit.

It's a tower defense game, with the twist that most of your "towers" have to be manufactured at your base and then move into position. Your units aren't very sophisticated, they just move forward until they're in place, firing constantly whether the enemy is present or not.

The bullets are affected by gravity, and the units make no attempt to aim. The flyers try to compensate a little by jinking slightly up and down so that when you've got a few of them they expand the range where they can hit something, but it still kind of feels like your defense force is a bunch of simpletons.

There are three levels to the game. Ground level, where you can place turrets and tanks. Mid level, where you place air ships. And top level, where you send flyers and bombers. One big mistake the game designers made was allowing you to advance your base to the point where it's flying and you no longer have to deal with the ground level. Several levels start out with your base in the air. Having to deal with only 2 levels simplifies the game and removes a lot of the challenge.

The final level, in fact, was incredibly boring. They introduced a new air ship called the Titan, which is the most powerful unit in the game. Then they gave me time to build 5 of them, as well as a bunch of flyers, and have them move into place before the enemy waves arrived. No ship was a threat to my mid level. I didn't even get to see them appear before they exploded in fireballs. I just had to sit around and watch my top level, occasionally replacing flyers that got killed and waiting an excruciatingly long time for the final boss to show up.

Even the final boss wasn't a threat. I didn't lose a single ship to fighting it. I lost half my ships when it finally exploded, but by then it didn't matter.

Some of the levels were challenging though, and I enjoyed the mental exercise of trying to figure out how to stagger my waves so that they arrive at a good time for maximum impact. The weird thing is, though, that the game doesn't let you replay any levels once you've completed them. Most games let you replay levels, and there's no reason this game shouldn't have that same option.

Some levels have a rain animation that places temporary "droplets" on your screen and distorts your view. That was annoying. It was also annoying when the ground shook from an explosion, because the game wouldn't let me click on anything - but that effect was at least kind of cool.

The English in the game is poorly translated, but often in entertaining ways so that kind of added to the charm of the game for me.

I enjoyed playing this game, so I'm going to recommend it. But I would suggest against buying it at its full price.. The memories

I used to love playing this game with my buddies on Xbox 360

Pros

+Fun

+Casual

+Goofy

Cons

-Annoying dialogue

-Controls are iffy. I need to know, what is the purpose of the whip? I can't sleep without know the answer.. Pretty good 2D horror.
However I didn't like it true ending. Please make sequel and finish this story.

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