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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 ?

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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*

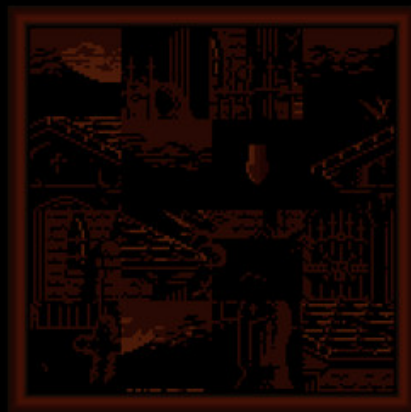
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Title: Chromatic  
Genre: Action, Indie  
Developer:  
Marc-Antoine Jacob  
Publisher:  
MAJ Studio  
Release Date: 17 Jul, 2017

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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





The door is sealed.

## Завершено новое исследование!



### Антимагнитное поле

характеристика

[Нэксo] Из-за полужидкости ядра планеты поле стало антимагнитным, которое начало выталкивать зачатки разума из голов местных обитателей. К счастью, на приезжих существ оно никак не влияет, и они первое время после прибытия на планету ошарашенно смотрят на местную флору и фауну, пытаясь понять смысл их действий. Потом привыкают к их поведению и уже не удивляются, когда в них на полной скорости врезается какое-нибудь странное создание.



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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.. Epic Showdown

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Forgot what the reviewers say!  
This game is amazing.

The gameplay might not look the best, the graphics might not look the best.  
You have to play the game for yourself, trust me.

If I listened to what these disgusting reviewer trolls said, and well they're just disgusting trolls.

They're trying to tarnish this game's reputation.

This game is so cheap! Literally it's \$0.99!!!  
This game should be the full \$59.99 like most TripleA games. You're getting an amazing deal. This game isn't bad, it's just painted to be that way.

I would right a longer review, however I have to get back to playing the game! It's that good.

Please ♥♥♥♥ing send help Naloki kidnapped me please. I've been here for four days now.  
They're forcing me to write this send hel...

. A simple but difficult couch game that requires good teamwork. Easy to pick up but difficult to master. Cute graphics and music!. Awesome! Buy it!!!!

I have only one suggestion, more variety in music and the wep and armor should level up  
On their own as u go. Otherwise when each piece cost 500 or so more than the last piece what happens is players simply  
Save up enough gold to buy the best piece and skip over all the other pieces which is a bummer bc the player never gets to enjoy  
a progression, u go from worst to best. That aside, its way fun.. Game is too easy ir compaing mode,  
Especially at higher levels, you can finish levels way in less moves than recommended for 3 stars.  
if there are no time, than it would be better to have little moves possible, or if you leave such amount of moves for max score,  
than timing would be another option.. gotta go fast

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<https://youtu.be/igShnGMSwrA>. I played this on a Vive.

It's very much like the original, but clearly they've been thinking about VR controls and challenges. The performance is OK, but it could do with some tweaking. The ambulance levels are particularly bad for going under 90fps on my machine (i7-6700k, GTX 1080). I have turned the settings way down and the performance still tanks in some cases.

If you enjoyed the original and the TF2 VR preview, you'll enjoy this. Sure, the controls are a bit odd at times, but Surgeon Simulator has never been about having easy not-awkward controls!

I genuinely hope the devs release more content now that we've got the original game recreated in VR. Do something crazy, like a spine transplant, leg replacement, finger replacement, maybe even face transplant! Maybe have operations on animals too, that'd present a new challenge!

It's worth the asking price even if "it's just the original game in VR". It must have taken the devs a lot of time and effort to get it to this point, and they deserve to be rewarded for their efforts.. ... You Can See The Monuments In Diplomatic Mode People.... It depends on how old you are and if you appreciate old school games likes this but I thought it was great! Inexpensive and great gameplay. It might feel like playing a win98 game but addicting like the rest in this genre. My only complaint is it is not OBS compatible so streaming it is kinda complicated. Need more video options!

[www.twitch.tv/r1sh](http://www.twitch.tv/r1sh)

[www.youtube.com/Vrishtattoo](http://www.youtube.com/Vrishtattoo). Claifornium is a very good walking simulator hidden behind a bad game. The environments are designed wonderfully, and exploring their differences in multiple dimensions is lovely. The story is intriguing, even if the script is a little bloated and lacking in good humour when the tone calls for it. But let it down is the game itself, as all of Claifornium's best qualities are trapped behind crap easter-egg hunts. You must find a number of symbols in the environment to enact the changes to other dimensions, and the circumstances under which they appear are often frustratingly arbitrary. They aren't really puzzles, because they don't abide by consistent or compelling rules. They also don't encourage exploration as much as they do reduce the wonderful environment to an irritating obstacle. Testing the player's patience this way also makes it harder to look past the narrative shortcomings, where if story progress wasn't punctuated by disgruntling games of hide-and-seek, I likely wouldn't have been dissatisfied with it. This is born from a lack of confidence in the developer over the walking simulator genre. I believe they felt that the story and wandering alone wouldn't make the game long enough, or enough like a game to satisfy people, so they put in things that make it more identifiable as a traditional game and pads out the game's length at the same time. The result is a very interesting game that simply doesn't value the player's time, is frustrating over arbitrary things, and calls attention to all of its flaws, not just the crap symbol-finding. Walking simulators as interesting as this are rare, but when they do come along, they need to have the confidence of their developer to allow them to be short and sweet, and not waste the player's time pretending to be a longer, more gamey product. I genuinely believe that the alternate-reality version of this game that is only an hour long is a much better game, and much more worthy of the price. We're hitting a point in the gaming market where game length and mechanics are no longer the sum of what make games valuable to players. The components of the game I want are all here, and I hope the developers learn from this and step into the genre with more confidence next time.

I recomend this, but only to people willing to grant this game more patience than it earns.. DEFINITELY broken. Mission 1 impossible to take off without crashing, other missions boring AF in my opinion. Couldn't get a refund cause of stpd Steam system (it thinks I played this DLC for more than 8 hours, but I only played FSX main game).... Inked is one of those games that go beyond being just a game and become an experience. It calls attention first of all for its aesthetic factor. The graphics refer to drawings made with the pen on paper, it is very beautiful and very well done. But what could be just an aesthetic decision becomes something fundamental to the game narrative. And it is in the narrative that this game becomes something beyond. His story begins lightly, giving us little elements and tips, but over time it turns out to be a heavy, delicate and attention-grabbing story. The subject is very delicate and is treated with a lot of respect, knowledge of the attention of the creators, they have indeed done an excellent job in all aspects. Inked is that kind of game that serves both those who like games and those who do not like video games, it's not just about playing.. This game is trash, it's not Early Release, it's a complete pre-alpha joke. The fact that it costs \$30 is just flat out dumb. This game has zero content, zero things to test. They are basically asking you to fund their pre-dev stages. Don't pay for this, don't support this type of crap.



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With that said, the concept is great. At the rate they are releasing product and updates, I'm sure it'll be done and ready in about 3 or so years. Then it may be out of date, but it will be a really nice game.

Until then though, I really don't recommend this at all. You're going to be really depressed at this game.. I like flying the Gruman goose. The challenges are mostly to get the rewards, and not falling a sleep on the long boring flights. THE MUSIC IS TERRIBLE THANKS FOR THE "Q". i BOUGHT IT CHEAP. This is an excellent party or singleplayer game that is similar to Super Smash Bros in terms of gameplay style (fast paced platformer arena game against other locally or against AI). It's quite fun and fast paced no matter if you're playing against friends or AI.

Pros:

- \$5
- Has level editor
- Good quality/decent number of premade levels, you don't need to make levels to have good ones
- Lots of weapon options/combinations make for different/interesting play styles
- AI that I've played is pretty decent, i've only played easy so far and it is pretty good for a beginner and learning weapons better. I'm hoping harder AI presents a good challenge as I improve.
- Quick to set up, easy to get into fun.
- Customizable and simple controls (but see cons)
- Simple, yet good looking artstyle.

Not bad, but could maybe be better:

- \*\*No weapon descriptions\*\*, some are self-explanatory, while some you have to try to find out what they do
- It has frozen on me twice over 0.7 hours of gameplay, BUT it was fine after pausing/unpausing, so it was just annoying
- Can only aim at 45degree angles, but this does make it slightly harder/you need to plan shots better in order to hit others. I could see it actually being better this way, but I havent decided for sure yet.
- I would like independant movement and aiming (currently you aim where you're moving), but this does make it more challenging to line up a good shot, and makes it more skill based.

Cons:

- Only 4 player. I could see it being quite fun having more people, but ONLY ON BIGGER MAPS.
- Control customization can be hard to interpret. All inputs are labled as a numbered input for controllers, and the function is a letter/number combination, so it can be hard to tell what you're assigning that button to.
- LOCAL MULTIPLAYER ONLY, so no LAN, or over internet gaming. Dev has addressed this and explained that it didnt work well over the internet, but LAN gaming would be nice to have so crowding around a keyboard or having multiple controllers wouldnt be necessary.

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