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About This Game

A musical puzzle game, starring Chromie the cat! Connect Green Gems to score points; the longer the path, the more points you earn. Red Gems will block your path and can create pits, while Blue Gems will restore tiles and give you a bonus. The positions of the gems will create music as you play the game!

The game includes:

- * Six unlockable songs, with more to come
- * Unlockable game modes (Tempo, Excerpt, and Performance)
- * Unlockable accessories for Chromie

(Like many video games, this game contains flashing lights. If you are sensitive to flashing lights, please do not play this app.)

Title: Chromaestro
Genre: Casual, Indie
Developer:
Parsec Productions, LLC
Publisher:
Parsec Productions, LLC
Release Date: 19 Apr, 2016

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English

LEVEL:

1

SCORE:
7990

NEXT:
20000



OPTIONS

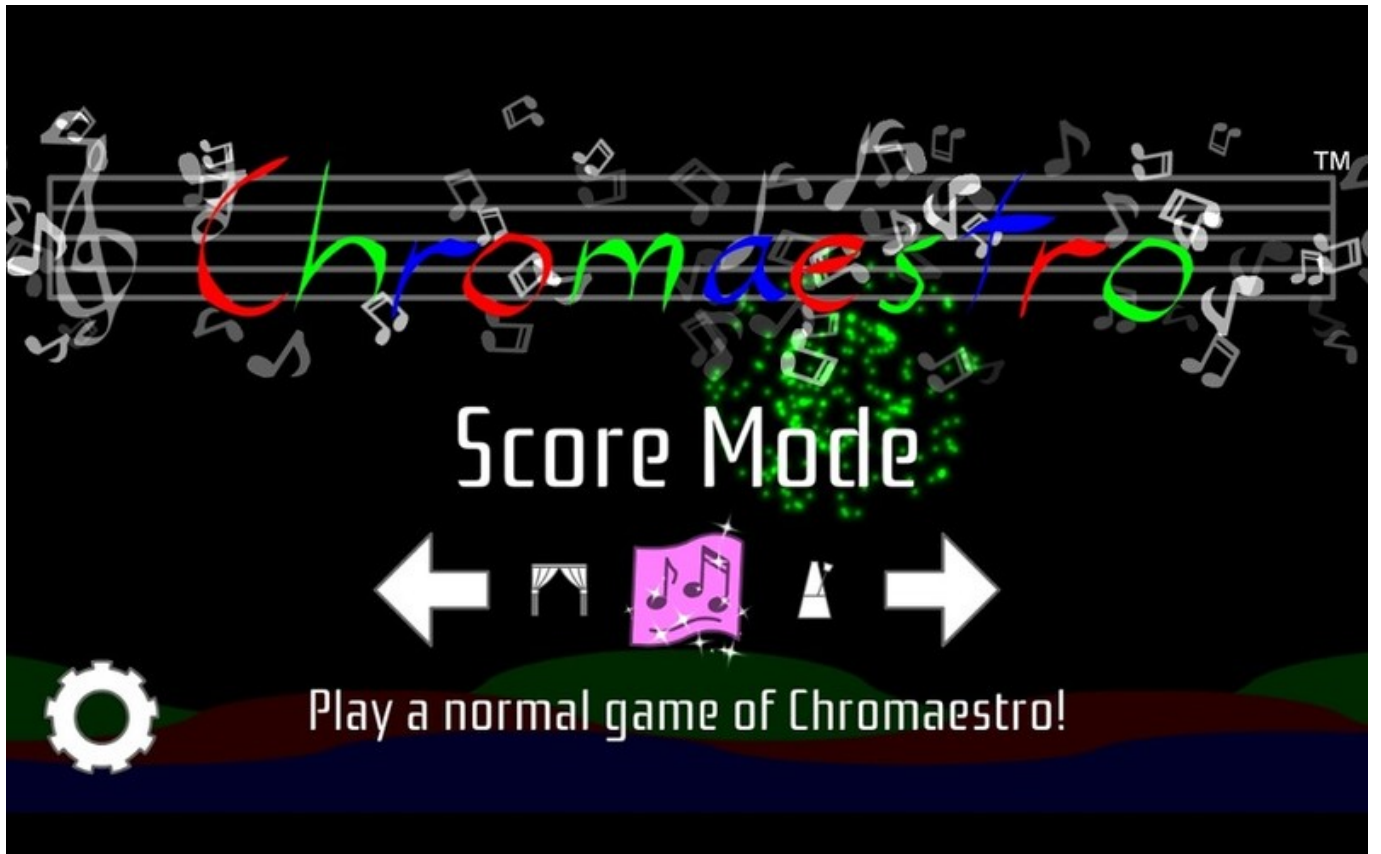


← None →

← Sunglasses →

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This is a great music puzzle game, with a few twists.

The Game itself involves a tetris like grid where you use sound cues to get score bonuses for solving puzzle segments -- and as you progress through the puzzle, the song becomes more complete and complex.

Good:

- Great Tunes
- Easy to learn, had to master

Bad:

- Some of the effects need polish
- Animations

Final Verdict.

Clearly an Indie game, but an indie game that is a quality attempt. Not an asset flip. Well worth your support!. While this game won't change your life, it's a very nice little puzzle with some fun and unique mechanics behind it. The procedurally generated music is top-notch too.

Favourite track: Chromaestro. Chromaestro is a simple puzzle game. What's shown in the video is what you get, but it is more challenging than it looks. Each level has its own music, and you receive points by completing each round in a level. Advanced levels are unlocked when you amass a certain number of points, so for example, you may choose to focus on getting to Round 5 in Level 1, or Round 3 in Level 3 to get the points necessary to unlock Level 5. A single game will probably take less than 5 minutes.

The proclaimed premise of using music as a game mechanic doesn't seem to take effect here, but I might be missing something. The soundtrack is nice though.

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