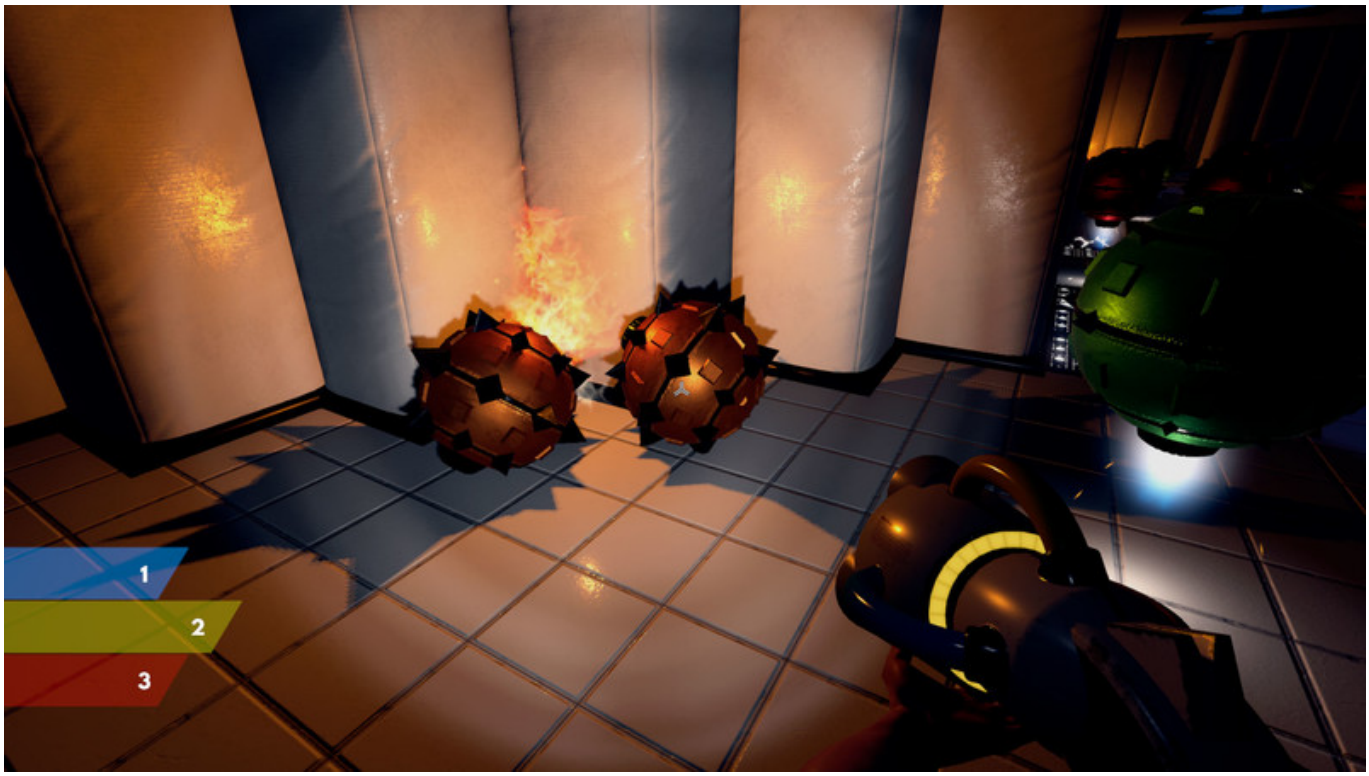
ChromaGun Download Xp



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About This Game

"Totally, totally loving this game!" – TangoTek, YouTube

"Absolutely phenomenal" – BUBisAwesome, Twitch

"A great mixture of careful puzzle solving and hectic danger-avoiding" – Jillian Werner, Gamezebo

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Welcome to ChromaTec's test lab! You're here to test our newest, state-of-the-art military-grade color-technology: The ChromaGun (patent pending)! Use it to try and solve our meticulously designed test chambers. The basic principle is as easy as applying it is complex: Exit the chambers via the exit doors. But be weary of the WorkerDroids in charge of maintaining the chambers. They're not exactly what you and I would call "human friendly".

Use the ChromaGun to colorize walls and WorkerDroids to progress in the chambers. WorkerDroids are attracted to walls of the same color. Using that mechanic, try to reach the exit door of each chamber. Some doors are more complicated to use than others: They can only be opened using door triggers and only stay open as long as the triggers are occupied.

If all of this sounds like your brain can handle it, congratulations! You're the perfect candidate for our test chambers!

That being said, welcome and good luck!

Help! Steam crashes when I launch ChromaGun!

If you're having trouble getting ChromaGun to launch, try deactivating your firewall and anti-virus software. Sometimes these seem to cause crashes when launching certain games through steam. You can read up on the issue here: https://support.steampowered.com/kb_article.php?ref=9828-SFLZ-9289

Title: ChromaGun
Genre: Action, Adventure, Indie
Developer:
Pixel Maniacs
Publisher:
Pixel Maniacs
Release Date: 16 Feb, 2016

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Minimum:

OS: Windows Vista

Processor: 2.0 GHz Dual Core

Memory: 2 GB RAM

Graphics: NVIDIA GT 460 or AMD Radeon HD 5550 w/ 1024 MB

Storage: 1 GB available space

English,German,Simplified Chinese

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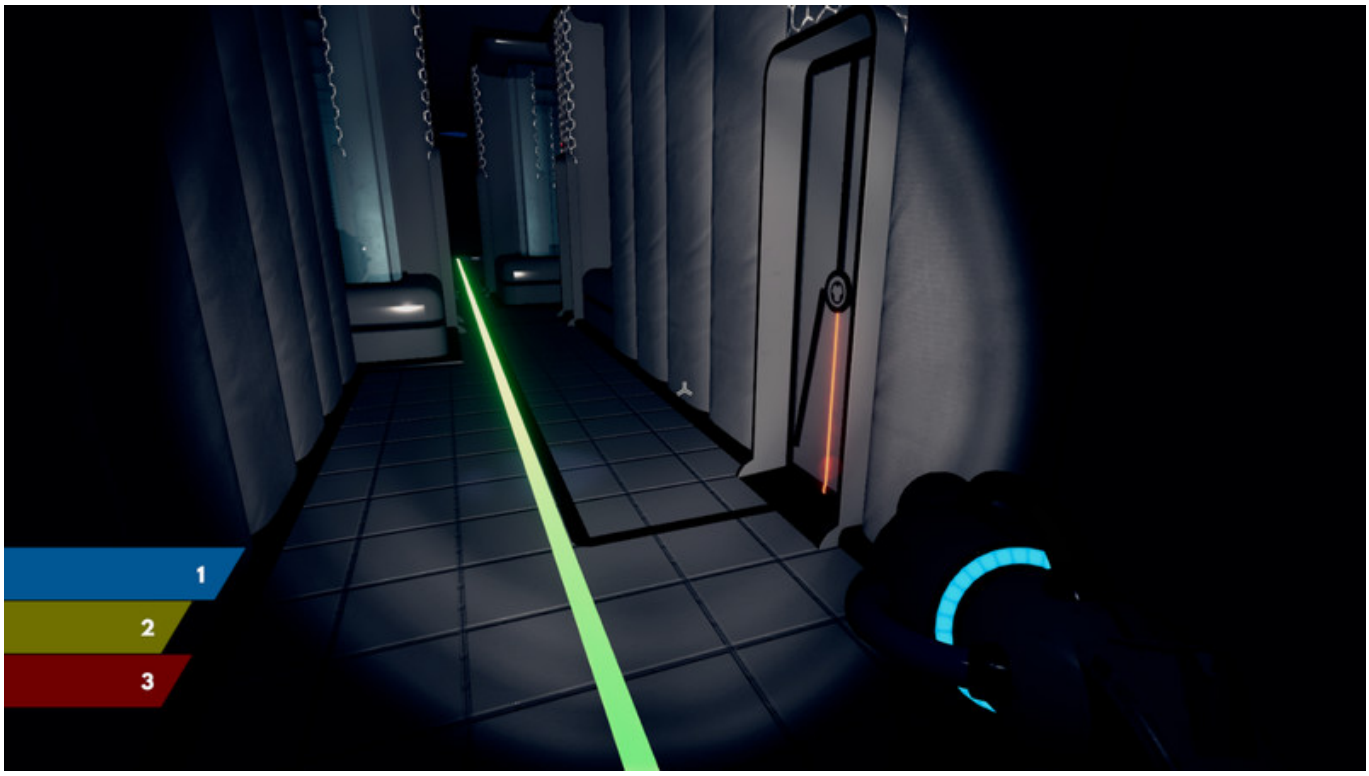
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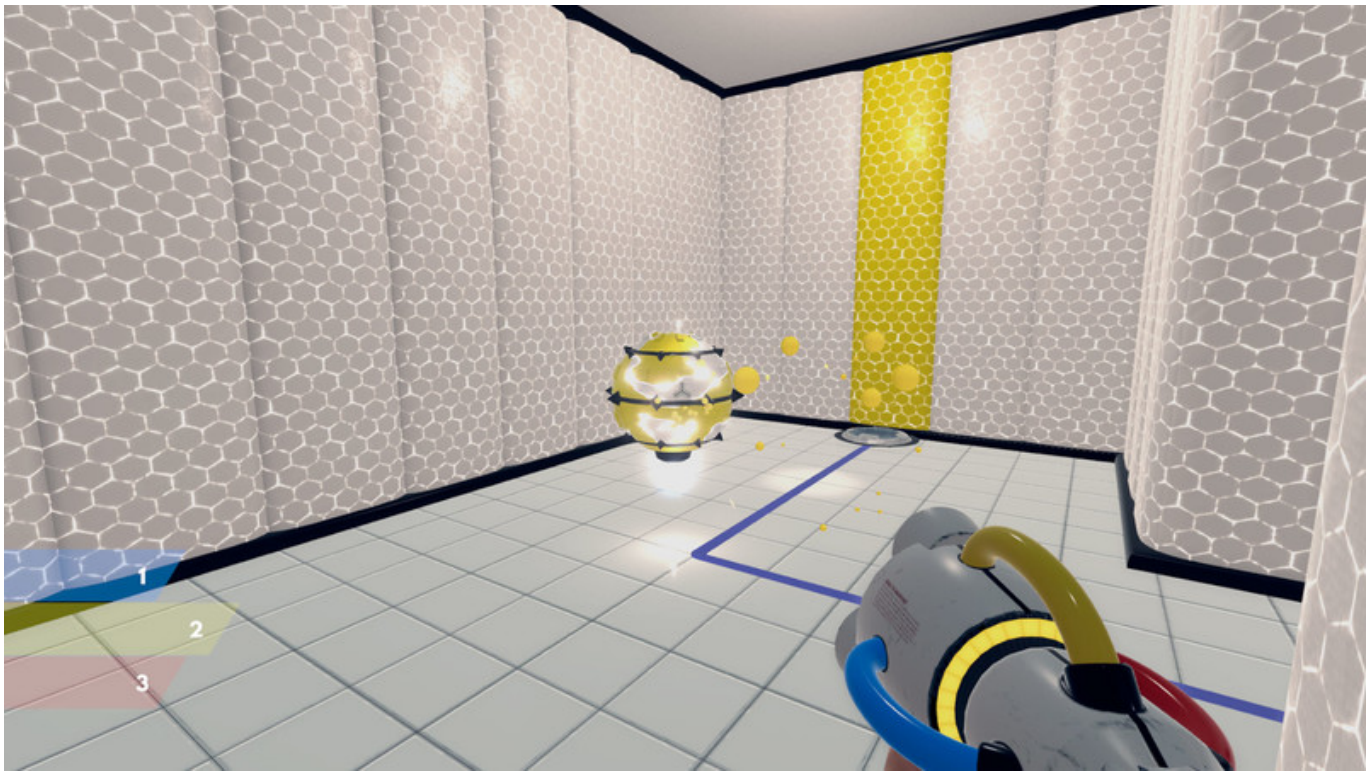
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Note that this review has Thumbs up only because ~meh~ is not an option on steam.

This game is in dire need of either Quicksave or a way to decolor already colored things. Especially the later levels have stages where you have to do preceise shots with correct timing (which is not helped by your character walking slow as s***) so if during any of this you shoot 1 pxel too much to the left or dare to shoot with the wrong color then you can redo the entire puzzle.

This is especially bad because the puzzles often are not clear from the start. You have to let yourself trapped or have to do leaps of faith just to progress. And when it then turned out that actually you needed another color on a robot than you used then guess what: restart.

Also this game wants to be portal way too much (they even have a cake). The announcer is annoying and doesn't even talk at start of each level but has long stretches of gameplay where he doesn't say anything (which honestly are the better ones).

The worst part of all of this is that the core of the game is really good. All it needs are some quality lof life improvements, some better graphics (I mean look at the hand, just look at it!) and another voice actor and this game could be great.

But it's meh.

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