Color Syndrome Download Cracked Pc

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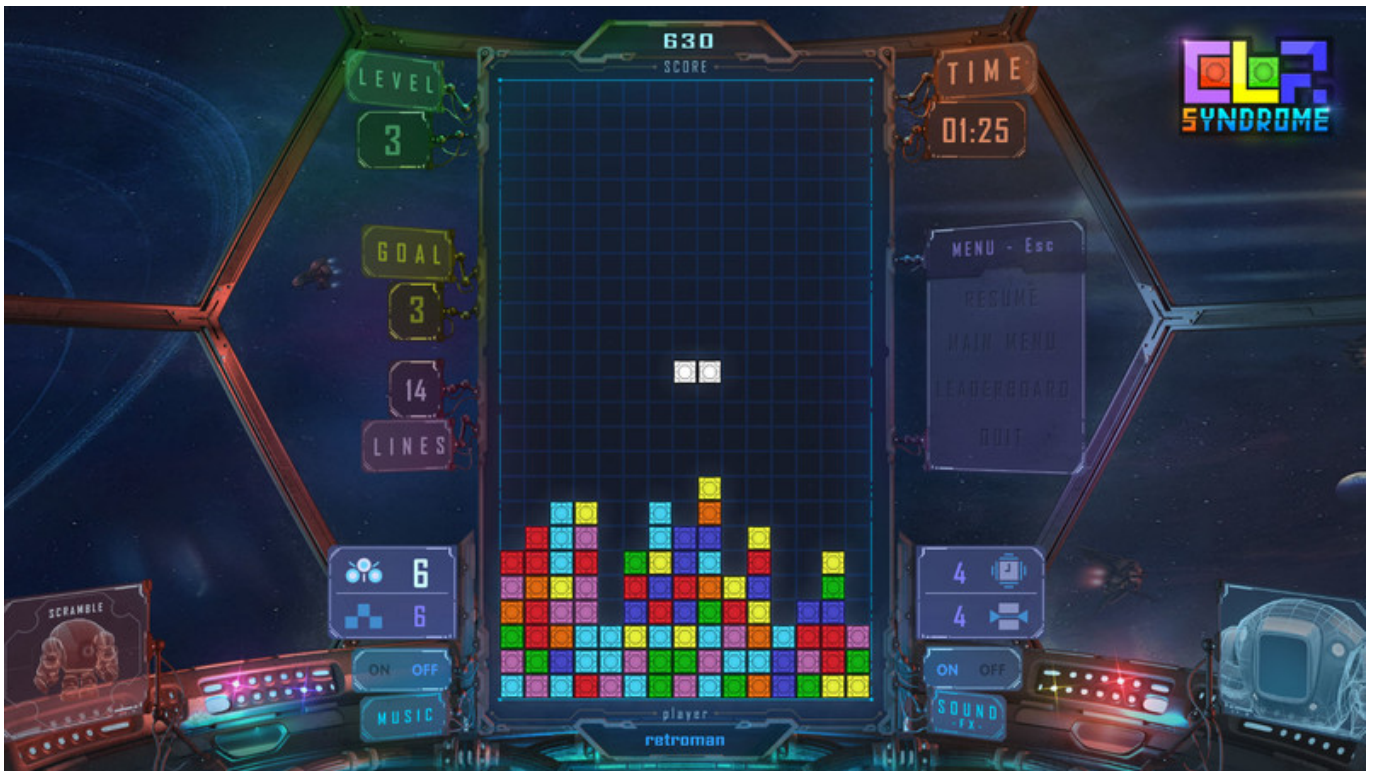
About This Game

Inspired by classic games like Tetris, Color Assemblers and Connect4, COLOR SYNDROME combines different well known elements from these games in its mechanics resulting in a completely new experience.
We wanted to create a fun, enjoyable game that will easily kill boredom no matter if you are at work, having a first morning coffee or just have a few minutes to play.
In order to earn points and pass levels players must connect 4 or more cubes of the same color horizontally or vertically.
Color Syndrome also has Leaderboards, Achievements, 4 Game Modes, PowerUps and Trading Cards.

Title: Color Syndrome
Genre: Casual, Indie, Strategy
Developer:
Thrill Pill Games
Publisher:
Thrill Pill Games
Release Date: 20 Jun, 2016

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English

CLF SYNDROME

UPDATES

13 AUGUST 2016

1. NEW GLOBAL LEADERBOARDS - Now the scores do not reset when you start a new game!
- Every player with the highest score in one of the 4 game modes, at 00:00am on every Saturday (Pacific Time), will receive a Free Color Syndrome Game Key!

2. XBOX CONTROLLER now supported!

3. BUG FIXES and PERFORMANCE IMPROVEMENTS!

4. ACHIEVEMENTS NOTIFICATIONS now visible in-game when unlocked!

5. SOUNDS added!

THRILL PILL GAMES

Thank you for helping us improve our game!
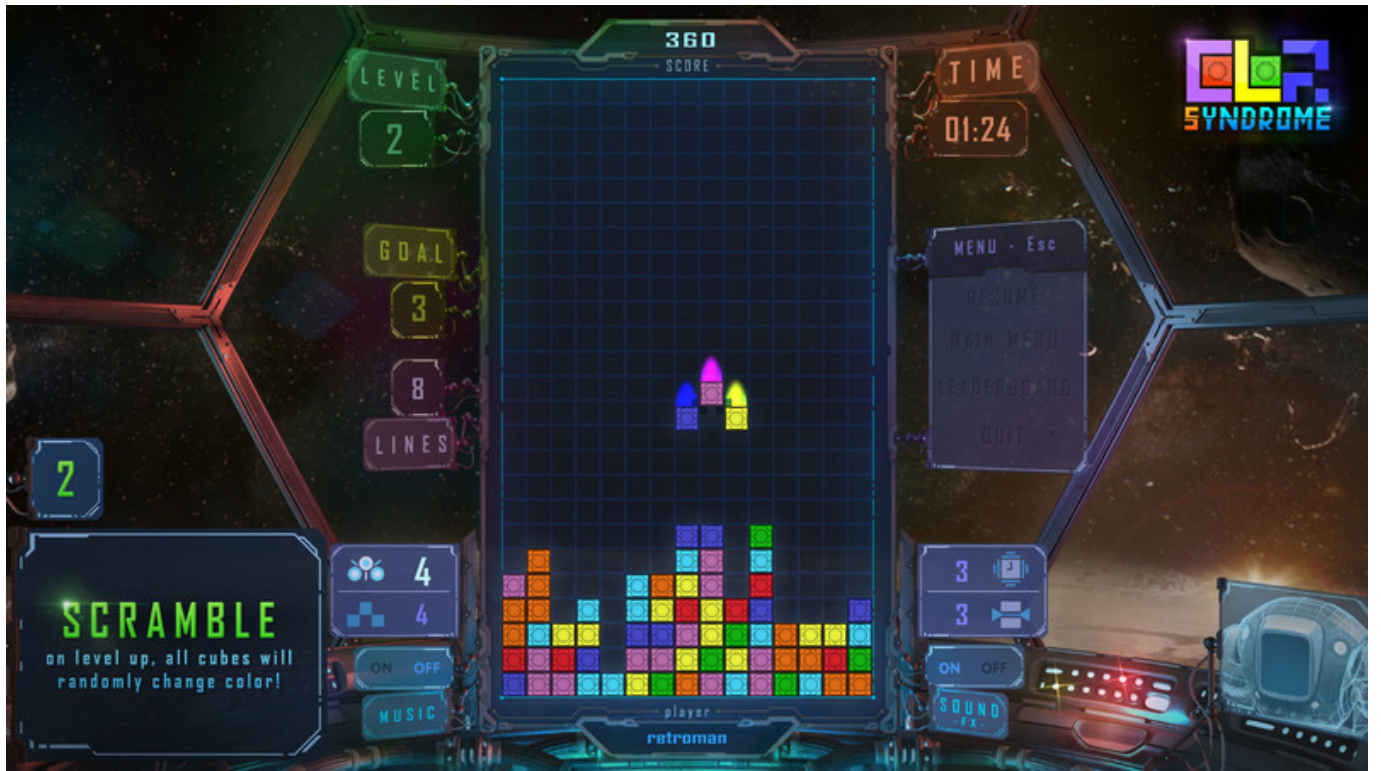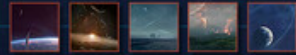
Inspired by classic games, this one offers much more versatility with a number of fun game modes. Perfect choice for fans of the Casual gaming genre. Good value for the price... I got my money's worth!. OKAY, to start this off. This has been a journey. There are some bugs, but they are not TOO gamebreaking.. If you play it off line, you have to wait for your scores\/achievements to show. Good FUN GAME. Spent probably 200 OR MORE hours on it lol. As a Tetris fan and owner of Tengen Tetris I would have loved this game so much... if it weren't so buggy. The controls are so-so. About what you'd expect for a casual puzzle game with tetromino style configurations. The graphics are great. The music is relaxing and easily melts into the background while you're playing. The problem... is that blocks keep disappearing instead of settling where I've placed them, especially when that placement should yield me a line and knock out a bunch of blocks. Blocks randomly disappear. I've even had a block fall into the very bottom corner of the container and stay stuck partially outside of it, where no block should normally be able to reach in the first place.

I also couldn't get any of the powers to work despite using the keys indicated in the How to Play section. The leaderboards are blank.

This game feels like it needs some extra time in beta to work out the bugs before it should be available to the public. It could be a great casual game. Instead it's just frustrating in how it only sometimes works properly.. The game has many good ideas but its still stuck in its infancy.

Pro:
+ cool style
+ 3 funny modes
+ cool electronic music

Cons:
- lines dont vanish sometimes
- time doesnt reset in speed trial
- sometimes new blocks dont come
- then this happend:
http:\/\/steamcommunity.com\/sharedfiles\/filedetails\/?id=730507571

Even though there arent that many bugs its still lessening the experience of the game.

I would recommend to wait till the game is finish or a few of these bugs are patched.
But over all its worth buying and a funny game. Cannot change keys, therefore, cannot play at all.

\u2193 yeah, thanks :). This one is definitely worth the money!
I admit I was a bit reluctant at first, but a friend convinced me to give it a shot... I found a cool variant of tetris. The main mechanic is making a 4+ line of blocks of same color. The thing is you have 4 power-ups you can activate to help you and as you progress through the game and make more lines, you will earn extra charges of these powers.
This makes for an interesting dynamic of trying to put pieces where the should and using power-ups when things get too dicey.
Presentation is very good, I enjoyed the futuristic look, albeit it might be a bit too colored... on the other hand, color is in the title :)
One thing I found missing... I would have liked to see the upcoming piece. This might be just me used to tetris though, it's not a biggie.

PS Seems my avatar has a bit of color syndrom too... :D. I've really been looking forward to this game, and I bought it as soon as it was released. It still has a way to go but im looking forward to when the glitches are fixed. Here are some of the things that need to be changed:

-It takes WAY too long for the next piece to come out. Once your current piece lands, there is a large delay between when it lands and when your turn stops. This would be okay if you could still move, but you can't. The piece just sits there until it thinks that turn is over.

-The pieces fall too fast. It would be a big help if you could change the fall speed, difficulty, etc.

-The pieces fall like they are affected by gravity. This wouldn't be a problem except that the physics are buggy. Every once in a while a piece will bounce and go flying off, sometimes out of the boundaries.

-The white pieces are glitchy. Occasionally you will be able to control the white piece, but most of the time it just goes back and forth, left and right. This sometimes messes up lines that are set up.

-We need two rotate buttons. One clockwise, the other counter-clockwise. It would also be nice if the pieces stayed in place when rotating instead of moving around.

That's about all I can think of at the moment. I hope these get fixed soon.
Thank you for your time!. I love Tetris and I love it being rougelike.

But this game is just a fake tetris and it is broken in many ways.
TL:DR
Being targeting tetris audience it fails with buggy controls and not letting you to focus on gameplay,
and with colour matching genre it fails with poor blocks design and other unappropriate visuals.

Thinking on pros, I couldn't come up with many.
Maybe game modes, erasing block and physics that adds gravity to both landing blocks and those that are already on ground.

On cons, this game would definately gave you a syndrome or few.
controls stop responding if you rotate figure somethere close to the point it about to met laying blocks;
game overall seems to suffer lack of common sence in its interface designs:
- tiny area of screen is used for actual gameplay, disturbing you with unwanted visuals;
- everytime you fill the line, something flashy flies over background from side to side and that definately does not help to concentrate on gameplay;
unlike in original tetris, here blocks would merge on fly - that alone brakes tetris concept for me and turn it into 4-in-a-row game (yes it is 4, not 3 blocks to merge).. What a horrible game!
I love Tetris and wanted to play some Tetris like game, but this was just PITA.

1. It runs in Unity. Uh oh, that's a bad sign.
2. Start a new game... WHAT DO I DO? How do I rotate? A nice "How to" on first run of game would be nice if you're not using "classic" keys to rotate.
3. Oh no, you're close to the wall, you shall not rotate a piece here! You're close to a laid piece, YOU SHALL NOT ROTATE OR MOVE AWAY, drop your piece here.
I could go on, but wasted too much time on really trying hard to like this game by playing it some more.

I want my money back.

If you are fan of Tetris but looking something more challenging, but again simple, search no more, this is the game for you. It got 3 different game modes and the goal is to connect 4 or more cubes (same color) in order to pass levels and get more points. I am looking forward to see more powerups and modes. http:\/\/steamcommunity.com\/sharedfiles\/filedetails\/?id=711382541. Fun little tetris variation that blocks drops all the way to the bottom. Quite interesting and addictive like tetris and it demands you fast thinking and action since each play area is way wider then a normal tetris area.

I won't recommend this game to anyone. But if you like small games just to past the time then go for it. Just be warned there are sometimes a few glitches that prevents you from finishing a game\/match.. If Tetris and Dr.Mario had a baby, it would look like this.. This is a fun little game that surprised me with it's polish and charm.

Pros:
+Fun and catchy music
+Easy to learn and understand gameplay (match-4)
+Great and responsive developers

Cons:
-Only a few modes (two of which are very similar)
-A few funny little bugs and a couple rough edges to be smoothed out

Overall, it's a great little game to play and enjoy for 5 minutes or for 40+ minutes. Also the developers are really on the ball and very open to suggestions to controls\/gameplay\/etc. I highly recommend it to anyone who wants a fun and addictive little puzzler like Tetris with a twist.. I love Tetris style games, but I would tentitively recomend this game.

(Note: This is a revised review is based on the patch that came out on July 25th, 2016.)

The developers addressed two of the issues in my previous review. There is now an instructions page that pretty clearly explains how to play the game. The only thing it wasn't completely clear on was which blocks are cleared with the line being cleared. (Only the ones directly touching the line being cleared, if they are the same color.)

Second, menu setting values for music and sound now save across all menu and game screens. Set it once and it sticks between screens.

Figured out the control issue reported in the past review is a bug. I suspect the issue has to do with collision detection algorythm. Left, Right, Rotate Left and Rotate Right will stop working in some instances where a collision with either the walls or falling into a well of pieces, even through there is room to move away from the obstruction or flip the pieces.

Since the developers did repond to my critisim of their game and have fixed some of the issues I brought up, I can move this review up to a tentative recomends. If they fix the collision detection bug, I would definately move this review up to a strong recomends.

Old review below. Changed recomendation from would not to tentitively would recomend.

1. This game does not have any tutorial system or anything to explain how it's played. After playing the game, I still can't tell you how to eliminate rows.

2. In game, controls will stop working as some pieces fall down. I don't know if this is a game mechanic or a bug, and if it's a game mechanic, what triggers it. Again, no explanation for it.

3. Controls are Left Arrow, Right Arrow, Down Arrow and Space. Most Tetris games use either the entire arrow pad and\/or WASD. It's a Unity game, so I'm assuming you can change this in the starting screen before going into the game, but there is NO OPTIONS MENU in the game.

4. There are two options that appears on every screen: Volume and Sound. Volume goes quickly from no sound to very loud and then doesn't seem to have a noticable affect after moving the slider more than 1\/8th of the way. Sound turns all sounds on and off. There is no separate sliders for music and sound effects. (and the sound track increases in volume periodically. The game does not remember what you set the controls to when you change screens. Going from Main Menu, the Game screen, back to Main menu requires fiddling with the sounds three times.

5. The interface looks nice, but game elements appear in the main menu and may be confused with the main menu elements. I have no idea what the spaceship themed UI is supposed to mean or if the gameprogress has any affect on the animated background, but that is distracting.
   Overall, I would love to say this is an interesting twist on the Tetris concept. However, I have no idea what the dev was trying. Some of these issues (UI design, menus, and options that don't stick) are all things taught in introduction programming and game design courses, so I'm scratching my head.

   UPDATE: I went back and looked at the Unity starting menu. The Input selection does let you change the keys, but all the control names are for ship\/character movement and not a Tetris style game. This definately feels like a game put together by someone just learning the trade. Still a "Don't Buy" recomendation. Doesn't work. R.I.P.. Game is just\u2665\u2665\u2665\u2665\u2665\u2665 don't buy if you do respect yourself.. Fun game! Very colorful graphics. I like Tetris so this is a good deal for me.. This is not TETRIS if someone want try. I give "+" with idea and the same waiting for a Tetris.