
Chroma Squad Download For Pc

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About This Game

Chroma Squad is a tactical RPG about five stunt actors who decide to quit their jobs and start their own Power Rangers-inspired TV show! Cast actors, purchase equipment and

Title: Chroma Squad
Genre: Indie, RPG, Strategy
Developer:
Behold Studios
Publisher:
Behold Studios
Release Date: 30 Apr, 2015

English,French,German,Japanese

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Change Log v1.04: Difficulty, Mecha and Bug Fixes! : More fixes to newly-found issues are being deployed today as the game gets better and more stable. We are also looking at our analytics to figure out how youve been playing the game. Turns out that we can crank the difficulty up just a little bit, as were confident you can take on the extra challenge! Yesterday we sat down to discuss the future of the game based on feedback from fans and critics. We still have a long way to go with Chroma Squad! o o

o /o/ /o Features: - Steam Cloud activated; - Choose Difficulty Level added to Settings screen (Lowest Difficulty used during campaign is considered when giving achievements); - Updated Difficulty descriptions to better reflect the actual experience; Gameplay: - "Interesting" difficulty Damage Multiplier increased from 0.9 to 1.1; - "Interesting" difficulty Kaiju Damage Multiplier increased from 0.8 to 1.1; - "Challenging" difficulty Kaiju Damage Multiplier increased from 1 to 1.25; - Zombie audience value decreased from 75 to 50; - Techie: Gadget Geek activates only once per turn; - Driver mode buff won't stack anymore; - Hard limit on Dodge 95%, hard limit on Critical 100%, hard limit on Counter 100%; - Mecha Hit Chance keeps dropping even after Combo 8; Skills: - Rifle attack range decreased from 7 to 5; Mecha Items: We had to rearrange a few skills from the Mecha Items to make the experience smoother for new players. We apologize in advance for the unexpected skill changes in your current Mecha loadout. - To-Hit chance passive bonuses on Mecha Arm items decreased by 20% across the board; - "Colored Box of Justice" now provides the "Super Shield" skill from level 2 onwards; - "Shield Shell" now provides a big passive Defense bonus instead of "Super Shield"; - "True Striker" now provides the "Precision Strike" skill from level 2 onwards; - "Precise Puncher" now provides a big passive Hit Chance skill instead of "Precision Strike"; Bug Fixes: - Fixed Techies Multishot freezing the episode when attacking objects like mines, sprouts and portals; - Fixed a bug in the Counter attack probability; - Fixed a bug when counter attacking a counter attack where one of the characters would die in the sequence of attacks. This sometimes froze the episode; - Fixed camera crew animation on Dead End map; - Fixed an issue where some Villain X single-target attacks were not Dodge-able; - Fixed an issue where Ironing Mans attacks were not Dodge-able; - Fixed achievements: "Fully Decked Out", "Can We Afford This?" and "Going Fancy". (These will work retroactively as you open the Upgrade Window); - Fixed achievements: "With All My Heart" and "Don't Ever Forget".. Change Log v0.94 : Yep, another game update, yay o/ As you can see we've been doing a lot updates lately. We hope you enjoy how the game is so far. So this one is basically bug fixes, some small updates in combat and stuff. Here it is. - Finishing move triggers only with 5 squad members. NPCs don't count.. Change Log v0.92 + v0.93 : Hey folks! Another quick update with some bug fixes, and a new "Back" button on Studio - so it looks more like a button - and some small changes on Studio Upgrades screen. We hope you like it. - Localized Role names - Fixed some animation FPS - Actor Health bar was hidden during enemy turn (fixed) - Fixed a important bug in mouse hover callback: Fixed an error that sometimes the path didn't show on grid, and fixed the error to change between two skills. - Fixed Skill bar for more than 6 skills at the same time.. MacOS keyboard input - Update v1.075 : Hello guys and girls This is an update we've been working hard to bring for you. And it's here now! We've fixed the issue on MacOS that some users couldn't write text on input fields. It was out of our hand for some time, because it was a problem with a plugin that we use in the game, now it's fixed. yay o/ ***** Change Log v1.075 ***** - Fixed all passive attributes that actors had, such as Shop Discount, Global Audience, and some others. - Fixed issue on MacOS that some users couldn't write text on input fields. Problem with a plugin that we use in the game, now it's fixed. - Optimization through the whole game - Updated sprite rendering and animation scripts - A lot of small bug fixes ***** We've been working really hard lately on porting the game for new consoles and making new partnerships to bring more quality for you.. Change Log v1.051 - Hot fix! : - Fixed a bug that occasionally caused Tutorial Episode not to finish animation. - Fixed a bug on the "We Can Do This" Mecha power for the last episode. - Fixed Weapon Teamwork attack against objects, like Door.. Our new launch trailer is a sing-along live action! : April 30th is near! Our new video features an original theme song for Chroma Squad performed by Koyama Shuu, from the japanese band SCOOBIE DO () Let's sing-along with Koyama Shuu o/ WOW such music, much trailer, very nostalgic :) We had so much fun recording this! yellow: Hugo Vaz (artist) red: Bruno Briseno (artist) blue: Sae (public relations/media) camera: Saulo Camarotti (programmer) director + video editor: Marcos Venturelli (game designer) water [yeah, it was a HOT day]: Betu Souza (artist) costume: Hermes (cosmaker) [yep, that guy at the shop menu] So we hope you enjoy this as much as we enjoyed recording it for you So tell us, did you feel nostalgic?. Change Log v1.064 - Audience, Bug Fixes, Rebalancing : We are starting on the long road of post-release Chroma Squad with a brand new plan and a lot of cool surprises for you in the coming months! But before we head out to new and exciting things we want to make sure that the game you can play right now is at its best. We have dealt with the rest of the high-profile bugs on our list and the game should be extremely stable by now, with no big nasty bugs anywhere. Please let us know if that's not the case! This update also addresses many gameplay issues that were raised by players, critics and internally on the studio. Mecha healing skills have received a good buff, but expect a bit more incoming damage from the Kaijus as well. We have also rebalanced Audience completely - getting 100% Audience will become harder and harder to pull off as the game progresses. Economy and upgrades also got a re-touch and will be more more challenging especially on Season 4 onwards. Last but not least, we are looking at how you play our game both through videos and through raw data, and we have made a tough choice - but an important one, nonetheless. We are removing the Blackouts episode from Season 2, and the Iron Mongery episode from Season 3. We know some of you loved these, and we love them as well - they're our kids after all! But we had a pacing problem on these Seasons and we are confident that new players coming into Chroma Squad now will have a much better experience with shorter seasons. Ironing Man will make a triumphant return. Soon. Features: - Added the "Violent" trait to the game; - Pressing ESCAPE now also closes settings screen; - End Episode screen now shows tooltip with Conversion Rate for fans and money; - Skill tree now shows Cooldown Cost for each skill; Mecha: - Mecha skill "Reload" healing increased by 20% on all items; - Mecha skill "Repair" healing increased by 30% on all items; - Mecha skill

"Wonderwall" healing increased by 30% on all items; - Base Kaiju damage on Interesting increased from 1.1 to 1.2; - Base Kaiju damage on Challenging increased from 1.5 to 1.65; Gameplay: - Director's Instructions Audience reward decreased to 80% across the board on Season 3; - Director's Instructions Audience reward decreased to 70% across the board on Seasons 4 to 6; - minionmelee2 Audience value decreased from 80 to 70; - minionmelee3 Audience value decreased from 120 to 100; - minionraged2 Audience value decreased from 120 to 100; - minionraged3 Audience value decreased from 160 to 130; - miniontank2 Audience value decreased from 180 to 150; - miniontank3 Audience value decreased from 250 to 210; - ActorHP3 Upgrade cost increased from 2000 to 4000; - Camera3 Upgrade Cost increased from 1000 to 2000; - Crafting3 Upgrade cost increased from 2500 to 4000; - DropRate2 Upgrade cost increased from 1000 to 2500; - GlobalAudience Upgrade cost increased from 1000 to 3000; - Lights3 upgrade cost increased from 800 to 1700; - MechaHP3 upgrade cost increased from 2500 to 3200; - Microphone3 upgrade cost increased from 800 to 1700; - Cardboard Material pack price decreased from 3000 to 2500; - MMobile, Travel Nerds and ToysRFans Fan Power costs increased by 20% across the board; - ARMOR, ConductorsOfTheHypeTrain, Eagle, EDS, HappyBunny, HardEdgy, IndieDarlings, Marketcraft, Moneygrubber, SomeHollywoodGuys Fan Power costs increased by 25% across the board; Skills: - Biionon's Invisibility Use Cost increased from 70 to 110; Bosses: - Rider's Colin Bear Final Form hp decreased from 5000 to 4000; - Rider's Colin Bear Final Form no longer has the Armored trait; - Rider's Colin Bear Final Form now has the Violent trait; - Rider's Colin Bear Final Form defense decreased from 100 to 50; - Villain X defense AI threshold increased from 0.05 to 0.1; - Villain X AI adjusted to be more aggressive, teleport less; - Villain X final form attack increased from 280-320 to 320-400; - Villain X Kaiju Special Attack cooldown decreased from 3 to 2; - Villain X Kaiju Special Attack damage increased from 30000 to 35000; - Villain X Kaiju base damage increased from 9000 to 11000; - Woodman HP decreased from 1500 to 1200; - Woodman "Lil' Roots" skill now triggers only twice on the Boss encounter; Fixes: - Mecha Fight Optimization.. [DLC content] Kickstarter Collectors Soundtrack : Hey everyone! First of all we are so sorry some of you had to wait some time to get your DLC content. The way this things works in different stores is crazy XD. But were glad to say its all working for everyone now! So make sure you have your DLC activated on steam before running the game! To find your soundtrack after getting the key, please check your Steam folder, something like SteamSteamAppscommonChromaSquadBehold Studios - Chroma Squad OST - Chroma Squad's awesome soundtrack should be there. If you can't find your DLC today, please send us an email at contatobeholdstudios.com.br

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