

Chroma Squad Full Crack [addons]



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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 upgrades for your studio, craft weapons and giant Mechas out of cardboard and duct tape. Once the cameras are rolling, you will control your cast of five colored-jumpsuit-clad warriors in dramatic, turn-based battles!

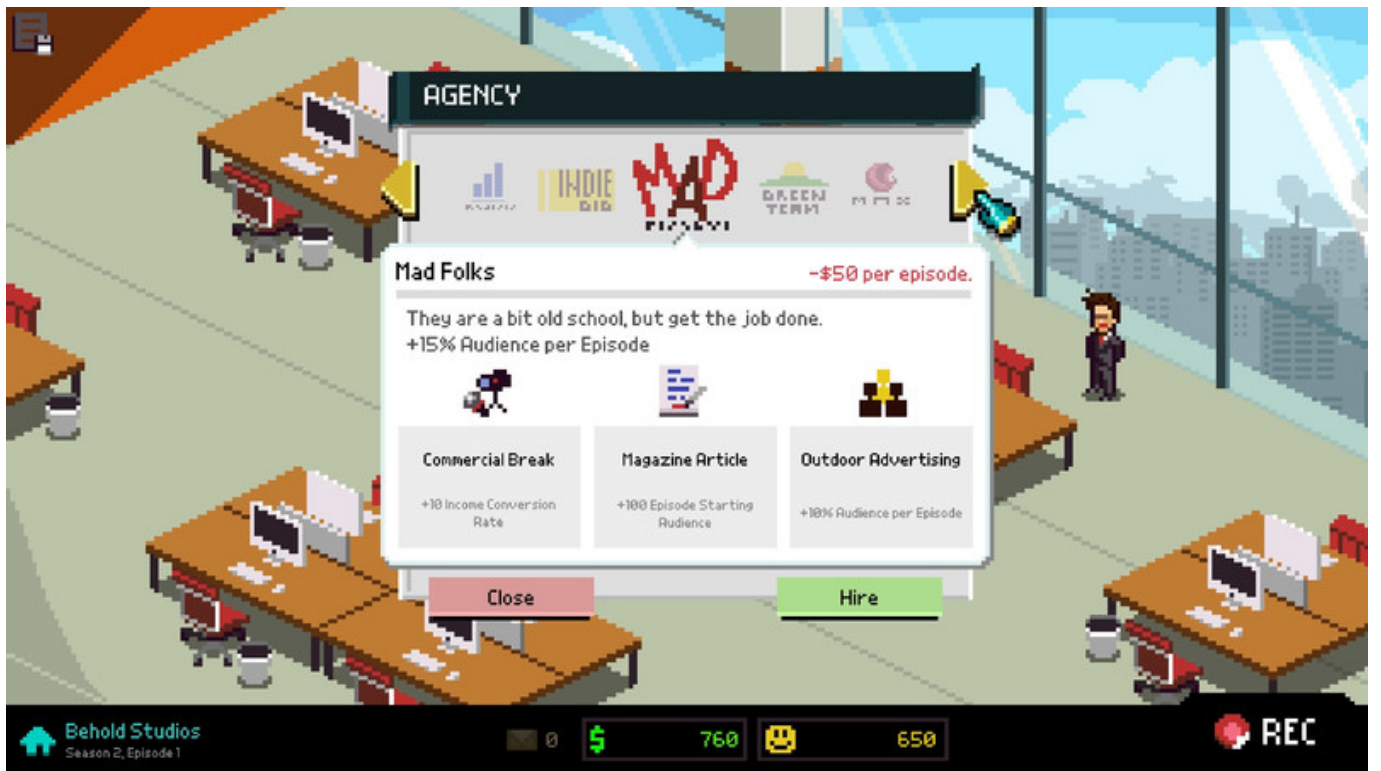
- Customize your TV studio: hire actors, upgrade your gear, do marketing, craft weapons, costumes and giant cardboard robots!
- Tactical RPG combat with a twist: combine your heroes' abilities with Teamwork maneuvers!
- In-Depth RPG systems with skill trees, random equipment, crafting, and branching storyline with 3 different endings!
- Giant Mecha combat – destroy the city to save the city!
- A love letter to Power Rangers, Tokusatsu and the Japanese series of our childhoods!
- Deliciously-animated pixel art and a chiptune soundtrack that shines like justice!

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

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English,French,German,Japanese







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New patch available! v1.073:

We patched our Unity version and rebuilt the game, now there's a new patch available to download that would fix grey screen / resolution bug that some of you were experiencing.

Sorry for the time, we spent too much time thinking it would be something in our project but it was just beyond our hands to fix. We had a problem with the new 5.2 version of Unity. Sorry guys and girls :/

Thank you for your awesome feedback on it.

Keep on Chromatizing!



. It all starts with a dream... PC update is coming soon!:

It all starts with a dream... we gather a group of friends and start working hard everyday. This is not just the story in Chroma Squad, it is our story as well.

We know that you all expect so much from us, to fix all the bugs, to read all the comments, to release every possible feature and content...

We're actually doing everything we can. We're are a small team of indie devs from Brazil, living the dream of creating our own games. Everyday we struggle with our laws, taxes, bureaucracy, prejudice and lack of opportunities.

But today we achieved part of that dream. We're releasing a game on consoles! And we want to share this with you.

The console version has some long-awaited features such as New Game+ and major changes for the Mecha fights. These changes are coming to PC as well in our "Director's Cut" edition. We originally planned to release it today alongside the console and mobile versions, but porting to consoles turned out to be way more challenging than we expected.

There is no exclusivity deal or any hidden motive or agenda behind this delay. We are trying our best to release these console changes on PC, and will do so as soon as it is done.

Someday we'll be as good as you deserve, but today, we can offer you this: a game made from the heart! <3

Thank you for supporting us through all these years.. **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.

. 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:

- Biinon'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:

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- Mecha Fight Optimization. Reduced 20% overhead when punching a Kaiju!
 - Fixed Counter after Counters freezing the game;
 - Fixed an issue where you could unequip a motorcycle (if you did, try re-equipping it);
 - Fixed Colin's Bear AI not pursuing players out of range of his skills;
 - Fixed a NullReferenceException during the Mecha fights;
 - Fixed Lead getting up when he/she shouldn't during Season 3 finale;
 - Fixed an issue where Woodman's AI would not pursue distant players;
 - Fixed an issue with pressing ESC while in Buy Material Pack/ Crafting/ Recycling screens;
 - Fixed an issue with changing tabs before closing the Material Pack pop-up screen;
 - Fixed Pistol Skill description for a certain universal hero;
 - Fixed "Last Episode Income" not showing correctly;
 - Several Localization fixes;
 - Possibly Fixed a Null Reference spam on Tooltips;
 - Finance and Fans Panel shows Conversion Rates;
 - Fixed occasional ghosts Health bar
 - Fixed a bug for Mine, Spores and Portals taking damage animation
 - Showing Attack Damage Label even when enemy is destroyed
 - Director's Instructions: Driver Mode fixed

Debug:

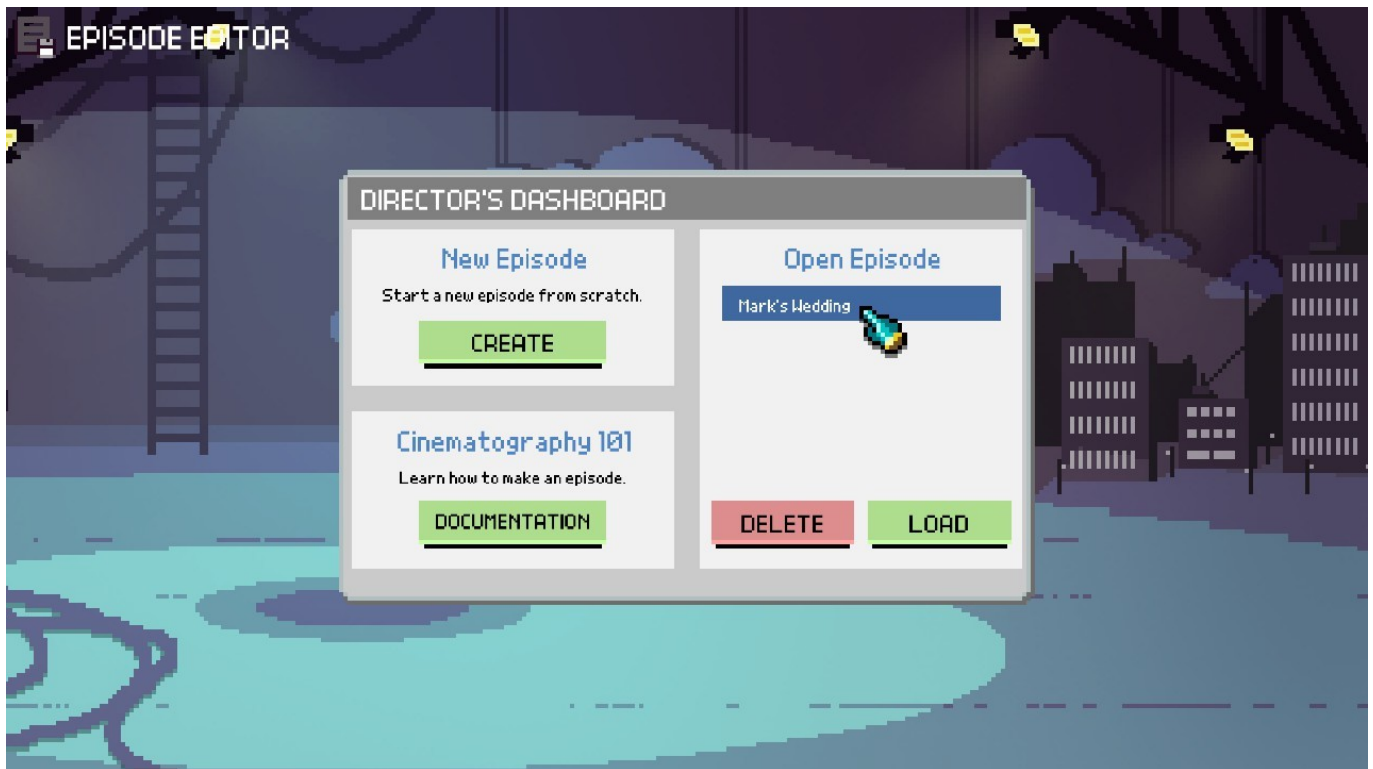
- Hold Alt at the Splash Screen to reset Resolution to its default value;
- You can press Alt+S to deactivate the "old TV" shader (workaround for "Pink Screen" issues);. **Steam Workshop: Episode Editor BETA now available!:**

Hey everyone,

Today is a very exciting day! Remember when, way back in 2013, Chroma Squad almost reached our Kickstarter stretch goal for an Episode Editor?

Back then I was just a backer like you. A few months later, I was brought on board to help the Behold Studios team in making this dream come true! Slowly, throughout the years, we kept improving the game, surprised and motivated by how much love it got from you, our fans.

You never forgot about Chroma Squad, so neither did we! Last year we saw the "Director's Cut" free update, with lots of much-requested features such as the New Game+ and controller support. And today we are officially releasing the Beta version of our Episode Editor!



What can you do?. **Change Log v0.91:**

Hey everyone!

From now on we're going to post the Change Log here too. So it won't be only in our official forum

www.chromasquad.com/board

So you don't have to go to another page to check the Change Log. I hope this helps a little :)

So this one is basically some bug fixes and a new checkpoint feature so you don't have to restart the entire episode when your Mecha dies anymore. We also made the Recycle Tab with rarity colors, and slightly faster.

- Fixed a bug that made mecha fights didn't work sometimes (monster would disappear, and mecha wouldn't build up)
- Pressing ESC to escape episode doesn't bug anymore
- Checkpoint (retry after dies) now saves Story Health and Chromatized status
- Mouse hidden by screens bug fixed
- Removed "Mecha:" that appeared some times in mecha fight
- Tooltip positioning fixed in some screens
- Challenges: Defeat all Enemies and Defeat All enemies before boss fixed
- Messages Spamming in Battle fixed
- Important FIX on mecha equip items (you might need to create a new save-game after this)
- Recycle Tab with rarity colors, and slightly faster.
- Marketing Actions fix! They're working properly now.
- Fix on camera when spawning minions in battle;
- Last Boss (season 6) fixed and complete with skills.
- Fixed RUMBLE audio in Mecha Fight (the problem was FadeIn Method)
- Shop Actors are now in order, and are always animated
- Popup Menu in Mecha Fight Screen

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