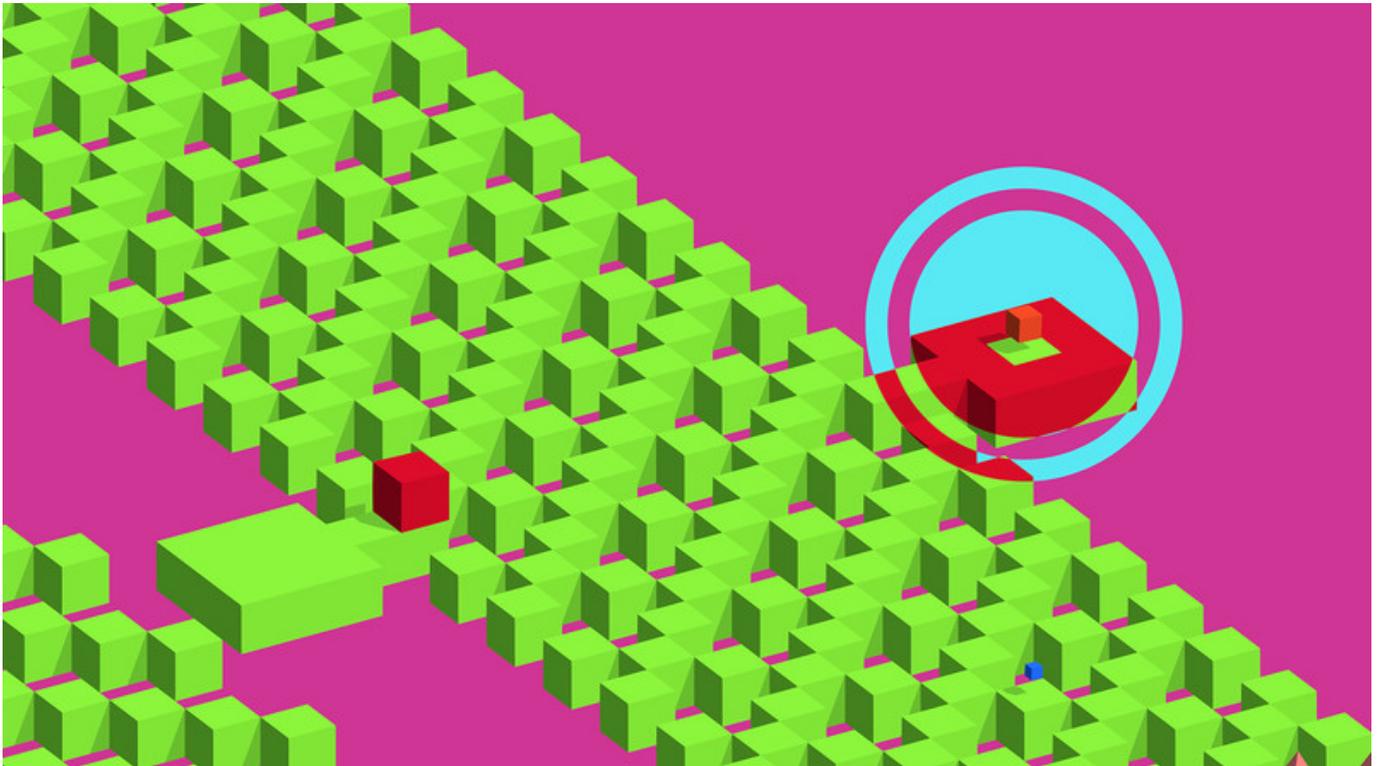

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About This Game

A CAPTIVATING ATMOSPHERE

Welcome to the psychedelic world of Vectronom: experience waves of color and a pulsing geometric path that changes with the beat... All set to a hypnotic electronic soundtrack. There's only one thing to do: turn up the volume and go with the flow.

SOLVE PUZZLES AT THE SPEED OF SOUND

Find your path through an ever-changing world, keeping the rhythm with every move you make. Think it sounds easy? The highly intuitive and addictive gameplay will keep you moving through daunting challenges... But how long will you last when the challenges get trickier and trickier? Better play to find out!

PLAY ON YOUR OWN OR WITH FRIENDS

Set off on a solo campaign with just your headphones for company, or invite a few friends to join the party! ♪ UNTZ! UNTZ!
UNTZ! ♪

Co-produced and published by ARTE, Vectronom is the first video game from independent studio Ludopium. The prototype was developed in the Franco-German accelerator program Spielfabrique. The game has already won several awards, including "Best Game" at the Indie Arena Booth at Gamescom 2018 and GDC's "Best in Play" 2019.

FEATURES

- A challenging solo campaign that will completely entrance you
- A drop-in, drop-out multiplayer mode that will hypnotize your friends
- Colorful and atmospheric levels with a powerful electronic soundtrack
- **BONUS:** the game is compatible with digital dance mats and MIDI instruments, so it won't just be your fingertips showing off their best moves!

Title: Vectronom
Genre: Action, Casual, Indie
Developer:
Ludopium
Publisher:
ARTE France
Release Date: 28 May, 2019

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 SP1+

Processor: SSE2 instruction set support

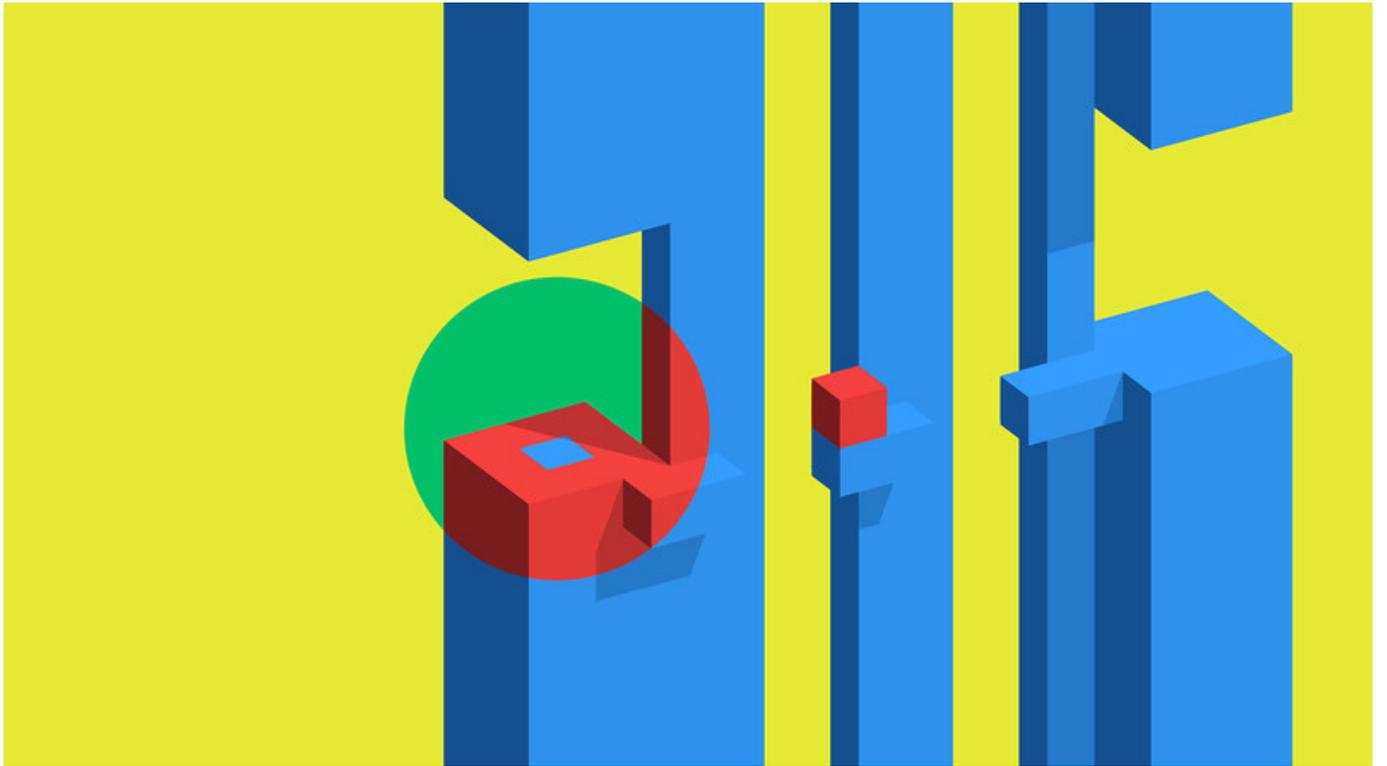
Memory: 4 GB RAM

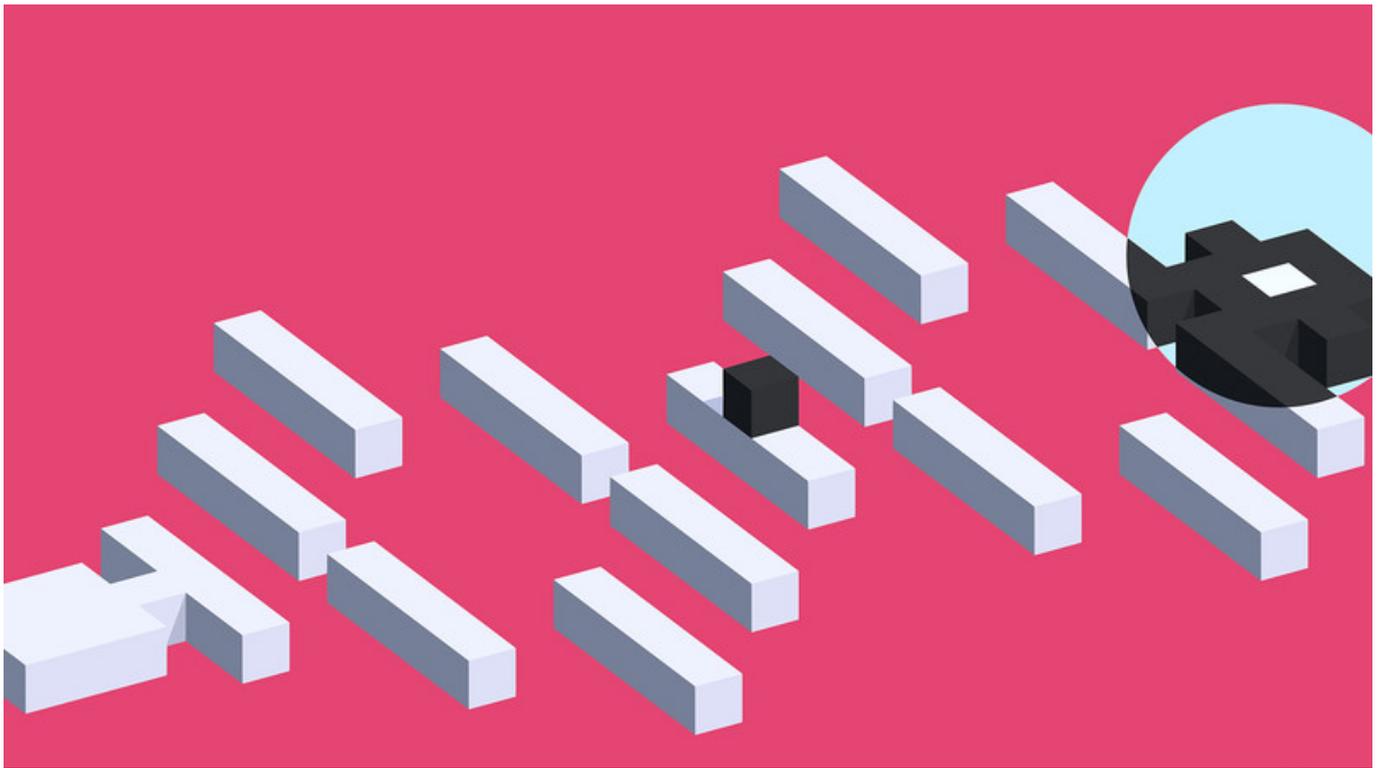
Graphics: DX10 (shader model 4.0)

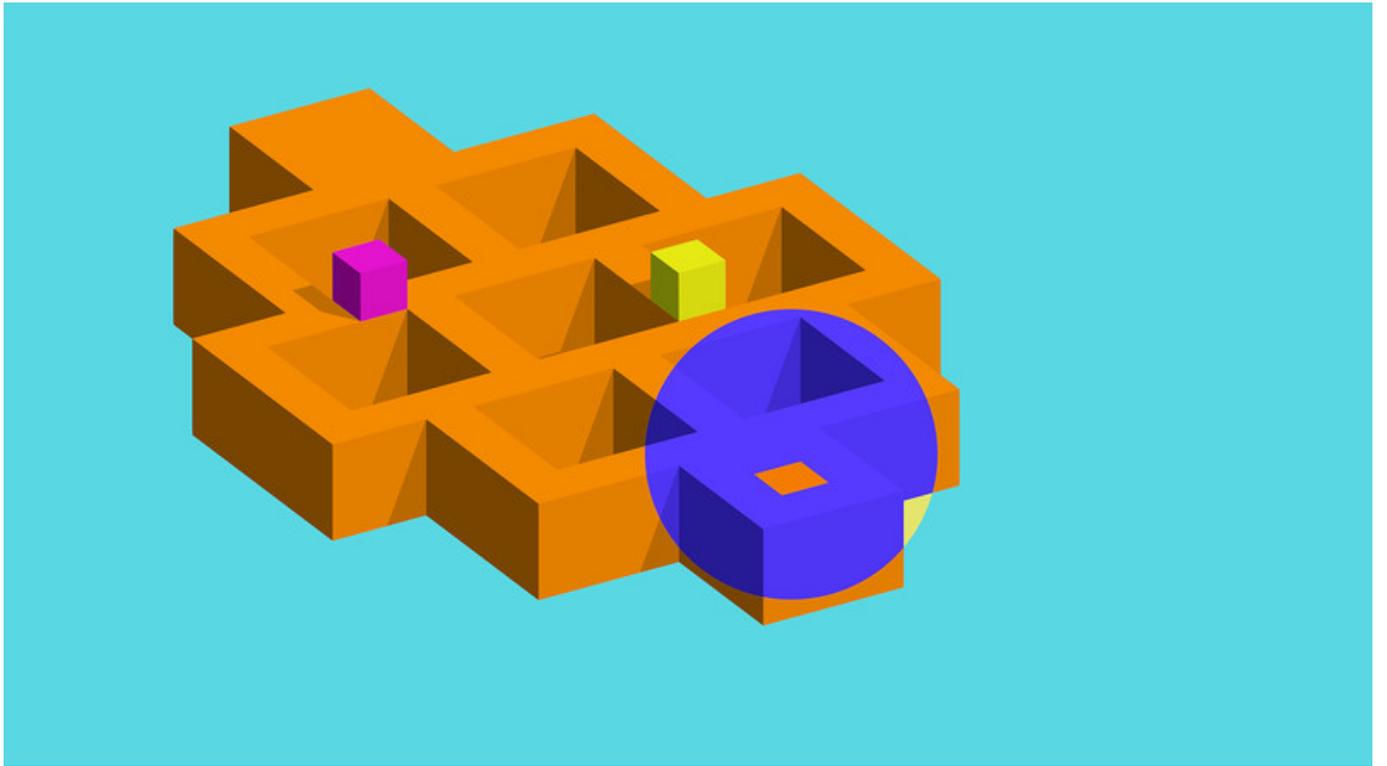
DirectX: Version 10

Storage: 800 MB available space

English, German, French, Italian, Dutch, Portuguese







One word:

y e s

also on a side note I unlocked free tempo mode but forgot how to change the tempo so if somebody could tell me in the comments I'd appreciate it. Vectronom is a colorful and challenging music-based platformer that you can play with keyboard, gamepad and even with a dancepad.

Although the first playthrough took me only about 2-3 hours, the price tag of 10 bucks is totally reasonable since:

The soundtrack is lit,

the design is one of a kind and

the puzzle/music-oriented gameplay is innovative and very addictive.

In terms of replayability, there are collectibles in the levels, but also statistics such as the beat-precision or the amount of deaths.

Since I'm also a big fan of local co-op games I'm very happy that you can play this game with up to 3 more people.

I wished it was a bit more challenging at times, but that's probably subjective since I play a lot of rhythm-based games.

I would describe the difficulty curve like this: the scaling is good, although it sometimes got frustrating when I just couldn't identify that specific pattern. But once I understood how the game works, I was able to flow with the music.

And while that is great, I also wished there was a bit more variety in some of the levels, even though most of them are well designed.

The reason why I can overlook the moments of frustration is that the feeling I had once I had beaten that level was just amazing.

I highly recommend it to everyone that finds a liking in rhythm-games, is looking for a new, fun co-op game or just wants to enjoy its trippy appearance.

But I would not recommend it if you're not interested in rhythm-games or get easily frustrated.

I'm very interested in the future of Vectronom with more content to come <3. Really cool game! Frustrating in an awesome way. Made me wanna dance and party!. Killer tracks and frustratingly clever level design.. Very solid rhythm platformer with great music! Simple concept with good execution, the only major flaw lies with play time, as it's a little on the shorter side, which is already being adressed by additional levels (just ask for the "mixtape levels" on the discord server). Includes multiple colorblind modes and an adjustable precision slider, which if set on low makes the game quite manageable for even the less musically inclined. Though for everyone seeking a challenge, right now the game is a bit on the easier side, which will be adressed with future levels according to the devs.

All in all: For the price a definite recommendation! The game is already worth the money and with more content it's basically a steal!. I've discovered the game by chance at Stunfest because of the upbeat music and the intriguing aesthetic that was very reminiscent of the game "140". Little did I know I would immediately fall in love with the game.

If you've played 140, and know about Crypt of the Necrodancer, Vectronom is pretty much some sort of hybrid between the two games and you will definitely love it. You may not exclusively get 140 BPM music, though, so get ready to adjust your tempo.

It's a fairly challenging game even for rhythm game veterans, because alongside the rhythm element lies some treacherous traps such as: you will find out. No spoiler zone here.

The music is candy for your ears. Very exciting, very much something that falls onto the realm of music that is absolutely made for rhythm games. Take your time to listen to it while playing levels. It's definitely worth it.

TL;DR: Good game, good music, fun and challenging, has the same aesthetic as 140, friendship ended with stepmania now vectronom is my new best friend.. Amazing game!

Its like being in trance - feeling the music, the colors and then your movement coming together. My whole flat was

focused on the screen for the last 2 hours before we had to take a break for the brain :D.

100% can recommend.. Challenging & addictive... but in the most positive sense! Feels so good once you got the rhythm.. Even if you suck with rythm (like I do) this game is ultra fun.

Warning: It's very addictive,. I love those games where with some smart, simple changes in the set of rules a well known genre is transformed and offers me a totally new gaming experience. This game is one of those. Dancing instead of just jumping - that's it. But what a difference!

Very cool musical game, if you liked 140, you'll love this one too. Challenging puzzles\platforming and nice soundtrack. The big oof : this game is very short, but it was really enjoyable. this is an awesome music game. challenging yet fun. have been following its development for quite a while and now its finally here.. bam-bam-tchak
bam-bam-tchak

Vec-tro-nom
rhy-thm-game

jump-and-run
reach-the-end

beat-is-key
you'll-have-fun

co-lors-bright
gra-phics-sleek

andthenyouquicklytrytomakeabreakforittoreachtheendofthelevel!!!

d'oh!!!. If Super Hexagon and EDGE had a baby, this would be it. Hypnotic visuals, super fun challenging gameplay, and oh boy does the soundtrack slap hard.... hard and funny, it's awesome to play. only played a few minutes and i already love this game, amazing soundtrack that matches up with the game, just the cubes don't sync up with their hitboxes for like half a second or something. Very colorful mind you, I don't recommend this game if you don't like too many colors at once.

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