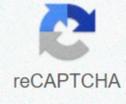




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Do you play Neon Chrome? We encourage you to read our updated [PRIVACY POLICY](#) and [COOKIE POLICY](#). Finding a home on consoles is an ongoing challenge for games that have seen success on Steam and smart devices. While free-to-play or relatively inexpensive titles are available in the thick and fast digital market, it could be said that there is a level of stigma that comes with the title making the shift from mobile to console. There have been some really great releases and some options have been well transferred to the console space, including the eShop Switch. Although the 'gold rush' title on this Switch may reveal some hidden gems, it also risks becoming a victim of its own success. Neon Chrome arrives at the Switch as a stylish top-down, twin-stick, and rogue-lite shooter, against a moody cyberpunk dystopian backdrop; The central plot is a combination of Thomas Anderson, Rick Deckard and John McClain's worst 'bad day' in office. You take on the role of a hacker whose mission is to infiltrate a giant titular tower block known as Neon Chrome, and liberate the city by remotely dropping its ruler - a select puzzle that is 'trusted' by a million enslaved building residents, known only as the 'Watchers'. Climbing thirty-two floors in a particular 'neural link', the ultimate goal is to reach the top and face off against the arch-enemy. From the outset players sit in 'immersion chairs', capable of having one of three possible and randomly generated avatars referred to as 'assets' - representations of human populations that have different loads and weapon powers. Of course there's a local multiplayer option, so you can find a friend or three and release the Joy-Cons for some cooperative action. When dropped into the procedurally generated set of levels there is a mixture of destroyable corridor walls, drones to disable, strangling small animals to combat, lasers to avoid and special operations to retrieve, as well as loot boxes and weapons upgrades to collect. If your avatar is dead weapons and statistics are maintained for your next run, while cash can be traded to improve health, luck, energy or slots; there are many 'cybernetic enhancements' (capabilities) that sound impressive to gather as you progress through the levels. You'll die and grind a lot in the opening hours or so, but beating the boss ensures that you're at least closer to the top without having to start from the bottom again. Apart from the evil mega corporations, themes of manipulation, control, and rhetoric of puppet master maniacs, the overall presentation of the game is quite lacking. Cutscene's opener, complete with mauve impressionist horizons and glowing signage, largely takes care of exposition, with selectable characters displayed as text boxes icon. The unpleasant and ambient synth soundtrack fits the aesthetic, going back to Sci-Fi classics like Blade Runner or Terminator. In the level, Neon Neon also set up a rich and interesting interface – you jump into the space scattered around the level, with futuristic fonts and fancy emblems for special abilities named after interesting – but the experience is diluted with absolutely no real impact to the actual gameplay; changes are stat-based and do not translate well into action. Although the levels are procedurally generated, they rarely show drastic variations in their layout, but the narrow hallway structure and cubicle-like space or space - full of power plants - make some impressive outbursts. In the case of extra challenges beyond gunplay, only color-coded doors that require finding a suitable key or lowering a particular flare provide any kind of obstacle, so navigating each floor becomes somewhat predictable. Despite killing demons, stroking larger enemies, the occasional chain reaction of explosions that led to widespread carnage - with the subsequent lighting effects undeniably satisfying - and the top-down point of view keeping Neon Chrome doing a decent job of showing the level layout, the sprite model feels bland and so far away that the character (only seen in the pause menu) has very little personality or physical identity. It's especially well known in handheld mode, where the whole experience seems a bit opaque compared to anchored gameplay. When all is said and done, when the stylish aesthetic light and intrigue of the Orwellian Cyberpunk narrative has been puzzling, Neon Chrome emerges as an average, sometimes fun but more often than not generic twin-stick mischievous-like with a Sci-Fi coat of paint; rarely fulfills its explosive promises or explores its thematic potential in meaningful ways. It can be said that the genre is solely about mechanics, but with a neglected backstory failing to praise the sensible if hardly revolutionary gameplay, it's hard not to feel a little flat about the experience on offer. The average 5/10 Policy AssessmentReview copy provided by 10tons I can't get enough of the dual-stick shooter roguelikes, but often the time and effort requirements are too much. I am more of a gaming tourist - I want to enjoy a lot of different experiences in gaming rather than having to declare many hours to get the joy of one game. Luckily, Neon Chrome (\$6.99) from 10tons, adapted for phones from PCs and consoles, scratches that itch. It's not easy with any stretch of imagination, and it can be punishing, but it does loosen some of the harsher parts of the roguelike-inspired genre to be more accessible up front for players who just want to enjoy this type of game. This is a game where you can extract the original prize from it in challenges and long-term satisfaction. Neon Chrome's concept makes you try to take down the Overseer that ruled the massive Neon Chrome building. You play as a hacker who controls assets – chosen from one of the Random characters with different sets of weapons and abilities - who set out to destroy the Overseer. You have to complete 5 chapters with each of the several levels, and if you die, you must start at least from each chapter checkpoint. It's not a true roguelike at all, because the credit you earn goes toward improving your health, attacks, luck, energy, and total extra slots. Yes, you can find cybernetic enhancements while playing, allowing you to get different upgrades that improve your stats or give you different capabilities. But die, and you lose them, just keep your credit and take another chance to bring down the Overseer. The thing I love about Neon Chrome is that it's very different from other games from its ilk. There is something more tactical about action and how you approach things. You don't want to play in a reckless way at all because healing is hard to come by, even though classes with defensive enhancements exist. Want to be a demon? You can do it. The hacker class comes with its own rewards - literally, because there are boxes that they can only open. The game doesn't change dramatically for one class, but at least it means you can experiment with different classes without feeling like you have to adjust to a completely different experience. The game still encourages subtle ways to play with different systems at work. You can blow up enemies by triggering explosives near them, but you don't have to. You can sneak up on enemies by utilizing broken walls... or not. You can use stealth classes, but that's not a dramatic change to the game, just change some situations. You may prefer games that make you commit to a certain type of game, but Neon Chrome gives you options. It's a rather accessible game while still remaining challenging. Neon Chrome is a rare type of game that I can sit and enjoy for hours without worrying. I often tend to play games at the beginning and stop being fit, which is great for a lot of mobile games. But Neon Chrome, I had to pull myself off so I wouldn't play too long. Maybe it's the way the game protects the stakes. If you make progress and have a long session, you don't feel like you're walking on a narrower, narrower rope, because you can go back to the chapter checkpoint and start over, along with a gradually purchased permanent upgrade with the money you earn. That's not to say that more and more hardcore games don't have their value. But the roguelike-inspired genre, however you want to debate the nomenclature, feels too centered around hardcore players. Indeed, this is why many of these games take place hours for people. But for someone like me and many other fans, we wanted to get a satisfying experience from the first few hours as well. I can see Neon Chrome has less long-term appeal than Binding of Isaac on a phone, or compared to something like Wayward Souls (\$6.99). But that's irrelevant: Neon Neon gives you a lot of fun in the crucial early hours. And maybe it's just a nice stepping stone to this other game, to give players the desire for something they can now stomach. This is an accessible gateway drug for less accessible games. Of course, part of the accessibility on the phone may be due to modifications made to make the game work for touchscreen devices. I've played several PC versions of Neon Chrome, and it feels a lot easier on my phone. Although, take it with a grain of salt – I put through the ringing of game mechanics on the PC version, so I came to the mobile version with some familiarity. But even 10tons admits the mobile version is becoming easier to customize the game correctly. The speed is a little slower, the game is a little easier to keep up with. Automated purpose is the key to why things feel so much easier, perhaps – it can help take care of a lot of the inaccuracies you have. But I wonder if it's a little too much combined with the reduced difficulty of simulating the same experience you'll get on other platforms. You can often just shoot without thinking too much thanks to the automatic goal. I'm not complaining, because this doesn't make the game easy by stretching anything, it's just that the tone of trouble goes down. Configurable automatic destinations will be fun, because sometimes the default automatic destination now makes it difficult to hit static objects. Something that allows me a little more control over where I shoot to compensate for the inaccuracies of the touch screen versus whatever the game is now might be a nice balance, at least as a configurable setting. As of now you have binary options to have automatic or dead objectives, but none of them. Where the reduced difficulty really arises is that it makes the first run at the Overseer much more efficient than it might otherwise be. Health is at a premium before you increase, and if it is easier to kill the enemy so as not to take damage, then a longer session is possible. Thus, it becomes possible to get more credit and to advance progress faster. The problem is that you may have to deal with some rough learning skills in the more difficult part of the game. The trade-off is that it might make players who are going out of the game engage with experience. It's a tough balance to combine challenges with accessibility, and I think 10tons achieves great balance here. You can have fun in the first few hours where other games may be more about your training and testing than providing satisfying gameplay. Perhaps they are more useful in long, but short-term? Neon Chrome is the game for you. Control, with the automatic purpose of such gratuities, generally works well. My concern with adopting Neon Chrome to the phone is that the PC version uses a dual-stick control scheme with two analog sticks, and 3 action buttons: one for shooting, the other for special weapons, and another for melee. There is also a refill and usage button. To simplify simplifying all down, 10tons makes the right joystick just fire when you aim. The melee doesn't need to be addressed, you just have to tap the button and press anything nearby, and combined with the use button. This causes problems if you are not a class of hackers and you stand by the crate of hackers trying to melee the enemy. Reload gets its own button. Special weapons are a problem, but 10tons are successful so there are optional special weapon buttons, along with the ability to touch and drag from the center of the screen to aim while freezing for some weapons. The deployment shot won't freeze because it just shoots in any direction, but for the missile, it's kind of helpful. This does make the game a little easier because you can aim a bit right for the enemy, of course. But then again, you trade a lot to get this kind of game on the touch screen. Although you can proceed from the chapter checkpoint, I do not recommend to always start from the latest chapter. Starting from the previous chapters allows you to capture more upgrades and better weapons to fight the Overseer when you reach it. Each chapter of the game has its own series of unique unlockers, so you'll have to play through the previous chapters, go to optional rooms, and try to get everything you can, especially since the unlockable upgrades represent some of the cool new features you get for your loadout. I guess after a while, it might get a little worse once you've opened it all up to accidentally start from the point before. Maybe this is how the game encourages you to get better. Being smart and avoiding damage is the number one key, the increase just tilts the board a little more in your favor as you go along. Neon Chrome's mobile adaptation is gratefully well packed with features for mobile. Not only are the controls optimized for touch, but there is also MFi controller support. The game offers several basic visual configurations for different devices. You will need the most modern device to run the game at its highest setting, with the low setting losing some gorgeous neon styling, but providing a smooth frame rate. It depends on what tradeoff you are willing to do. I wish there was iCloud to bring progress between the iPhone and iPad. I don't really care about bringing individual session progress (which saves you if you exit the application at the beginning of the room where you are), or total credit. But what I want is to have my stat upgraded, unlocked, and Carry over Supervisor level from device to device. Also, if the game has Apple TV support, I would love it, but considering 10tons was one of the first studios release games on Apple TV, if they don't make it a priority for future releases, I understand why they might stay away. I must say, Neon Chrome may shake up as one of my favorite games on iOS this year. I love the action of roguelikes, roguelites, whatever you want to call it. And Neon Chrome, between its theme and accessible structure, really clicked with me the way some other games do. Temporary roguelike fans may prefer something different, those who want something with a little more in advance for players will want to check Neon Chrome out. Out.

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