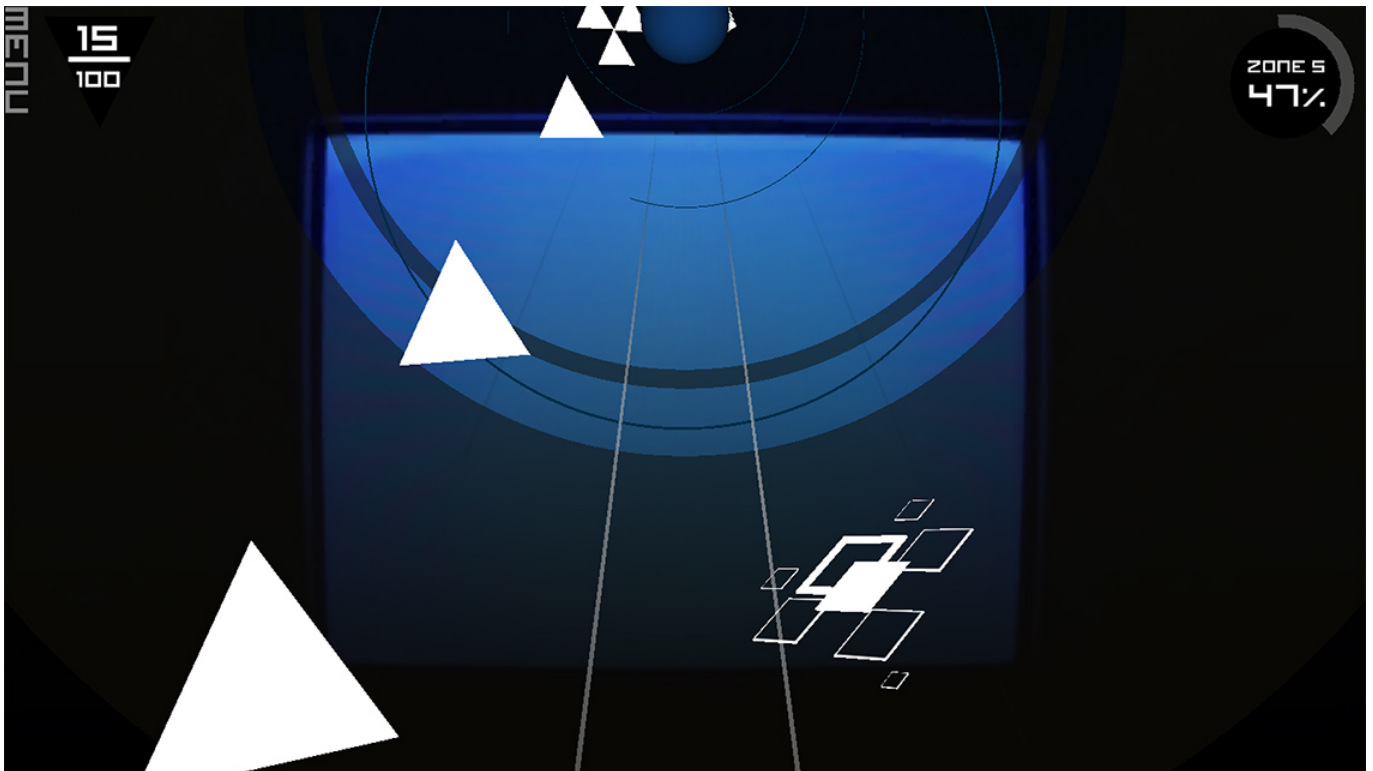

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About This Game

Cosmophony is a musical shooter designed for demanding gamers seeking an original and intense experience.

You must control the heart of a fallen goddess within a dying universe in order to fulfill her destiny. Your goal is to progress through a series of levels designed to be played to an exhilarating, 100% drum and bass soundtrack by DJ Salaryman (DnB Arena, RAM records).

Discover a powerful new gaming experience that is uniquely satisfying.

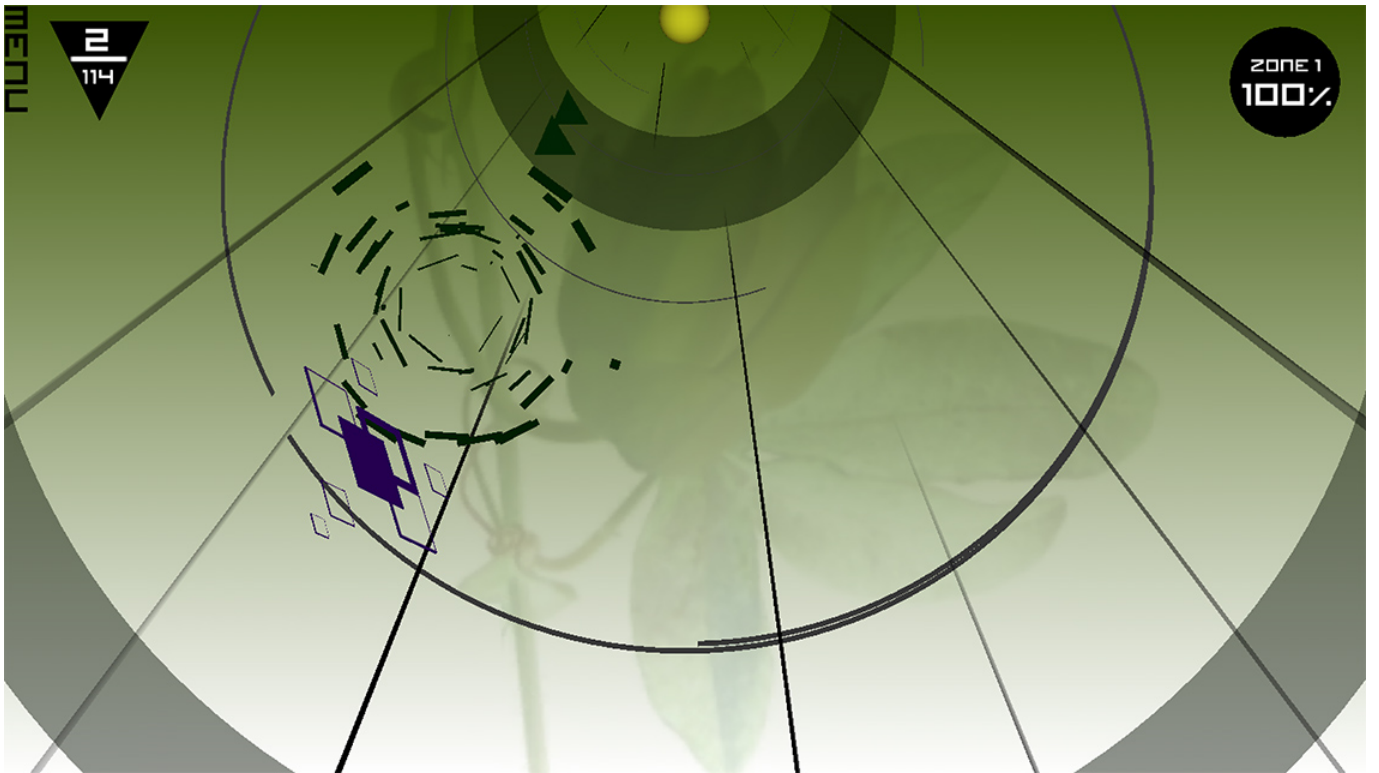
- Constant 60 FPS
- Unique synesthetic design based on music
- Impressive HD graphics with psychedelic background videos
- 100% DnB soundtrack created especially for the game

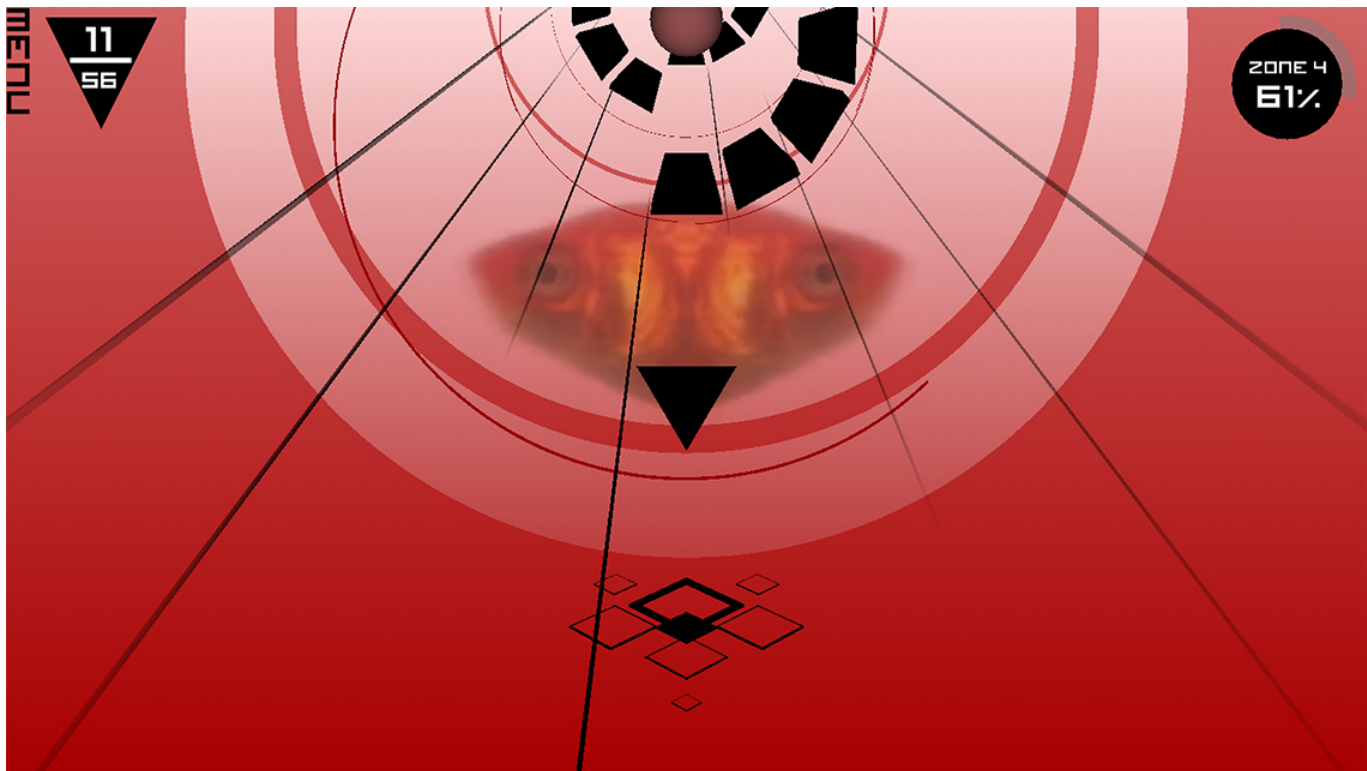
Note that this game is designed with more experienced gamers in mind: the difficulty level, while gradual, is still very high.

Title: Cosmophony
Genre: Action, Indie
Developer:
Bento-Studio
Publisher:
Frogames
Release Date: 9 Jul, 2015

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English,French,Italian,German,Arabic,Japanese,Korean,Portuguese,Russian,Simplified Chinese,Turkish







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Fun game, not nearly as difficult as Super Hexagon.

Lots of tricks you can abuse to bypass difficult sections due to what must be poor collision detection/whitboxes for obstacles.

Overall enjoyed it, would recommend to Achievement Hunters and those who enjoy arbitrary reaction time based difficulty.. More of an acquired taste, very difficult and hard to progress. Good Luck.. Yeah so this game is really \u2665\u2665\u2665\u2665ing difficult. Some parts of this game go so fast your eyes will unfocus and your brain will "tune out" leaving only your fingers to do the rest. It's honestly a very hypnotizing feeling when you no longer process what's going on but all you can do is react. The backgrounds are trippy as hell. Just imagine Super Hexagon takes LSD is at a Rave and that's this game. The music works beautifully with the level design and really helps the player "flow" better as you practice more and more. The first two levels are easy. The second level shows you how this game truly is and from then on good luck. This game will test your reflexes and muscle memory. Honestly, I love this game. Addicting, fun, challenging, and rewarding once you finally beat that one level you've been stuck on for a while. This game is worth it all the way.. very frustrating game but a great play for a few min game :D

. Wow, this game is hard! I've never played anything like it before, it is very fun and addicting once you learn how to use the very simple controls. I love the way this is designed, the idea of going along with a DJ track being a little character avoiding a bunch of obstacles and shooting enemies! Very fast-paced if I daresay. I recommend this game for very hardcore gamers, the ones that are looking for an extreme challenge.. Cosmophony is a little music/shooter game, and it will test your nerves and reflexes. Beat the tutorial and the first level, but it will become serious from level 2 to the end.

You actually play with your keyboard arrows and space to shoot enemies. The goal is the do a 100% for each level, meaning that you have to shoot every enemies and of course, stay alive.

I played the level 3 a little and just literally crashed into a wall at very high speed.

The sure thing is...

I was not prepared. :(I feel so torn with this game. i was yanking my hair out trying to beat almost every level, While it has great music and interesting backgrounds that rhythmically went with the tunes, Its very challenging. One of the hardest games i think i've ever played. I've never been so happy to unlock achievements than i have with this one. I only suggest if you're a masochist. Seriously though, it was more work than i really wanted to put in. Because im so butthurt that its too extreme for me i give it a 5/10.

This game is worth a buy. It's cheap, so why not? If you like Super Hexagon then it is very similar and just as enjoyable. I have completed 3/5 of the levels so far and do not think it is very difficult. I expect the last 2 to be more challenging, but nonetheless I think it's a fun arcade game that will keep you entertained every now and then when you're bored.. The "Best use of music!" Award. Cosmophony starts out as a rhythm game and ends as a hardcore memorization game. It also starts very simple and ends brutally difficult.

I wish there were more levels that you could play without having to memorize them (I wish there were more levels at all, there's only 5). The music is amazing and the mechanics can be fun, but by the final level you have a certain specific path that you can't deviate from at all, and it becomes entirely about remembering what comes next and what specific moves to make when that happens, with the music giving you cues. The previous level is similar, but with a little more room for variety, and the first three are more like other rhythm games. Those I played though on the first try for 1 & 2, and a restart or two on 3.

Overall I did have a good time with the game, and I'd recommend it to people who don't get frustrated easily, like D&B (or uptempo electronic music in general), and can handle a challenge. Just remember that it's going to be your memorization skills being challenged much more than your twitch gaming reflexes or sense of rhythm.. An incredibly beautiful game that, on multiple occasions, stunned me by how purely epic it is. Rez fans, this is your game - the greatness of Cosmophony's music and sound design is clear, and it's definitely a smartly designed game. Also just like Rez, I find myself replaying beaten levels for the sheer joy of it.

This is one of my new favorites of all-time, having a real feeling of accomplishment from the merciless difficulty later on. If Sid Meier's Civilization games embody the "one more turn" impulse, Cosmophony is the same with "one more try." Memorization might be a dirty word in gaming, but Cosmophony turns the mechanic into a dance worth learning.. The "Best use of music!" Award. Underwhelming.
10/10. PCP fueled Drum and Bass rage simulator 2015

10/I want to die. I kept going back and forth on this game, even considered giving up on the last level. But I've been enjoying it immensely the whole journey.

Because the video trailer is misleading (in a negative way) and tells you nothing about what *Cosmophony feels like*, I encourage you to see [my gameplay video \(no commentary\)](#). I hope you can understand how enjoyable it was to play the game in this manner.

<http://steamcommunity.com/sharedfiles/filedetails/?id=564193901>

[The first two levels allow you to follow the tune to a great extent and can be perfected by anyone, and the game is totally worth it for that feeling alone. The following levels, though, made me feel confused. At first they just seemed like a bunch of random obstacles. But understanding came with time and practice. A big component in this game is memorization \(yes, the levels are not generated: same every time\). Usually I'm an opponent of memorization, but here it's very pleasant, because the levels are indeed tuned to the music. Knowing what comes next in the music is vital for knowing when to expect the obstacles. And the so called "muscle memory" helps with the obstacles themselves.](#)

[To complete a level \(a bit under 2 minutes each\) you need to go through it from the beginning to the end without failing. It's a bit annoying that the difficult parts are usually towards the end. But the game can't be blamed, because there is a practice mode with plenty of checkpoints and free traversal between them. For more casual gameplay you don't even have to play outside of the practice mode. Even so, the final levels can be a nightmare to complete if you don't get into the right mindset.](#)

[Cosmophony is played mainly with 2 directional buttons which let you switch between the 7 lanes. Then there is the shoot button which you should use whenever there is a special kind of obstacle in front of you. This mechanic is very simple and there is no penalty for spamming the button all the time, or just evading these obstacles. Even so, this mechanic is beneficial to the gameplay. If you want to make the game even more interesting, you can try to shoot to the beat instead of just spamming, like I did in my video. Destroying every destroyable obstacle is the requirement for "perfect" completion of each level, but it's not something that everyone should do \(there aren't even achievements for this\).](#)

[Another thing I would note is that, especially in the later levels, the music's rhythm sometimes corresponds to when the obstacles pass you, and not to when you need to move away, so you need to make a big mental effort to not press the keyboard button when you hear a beat, but instead anticipate it and move before it.](#)

[Graphics are nice and clean. Music is made by a great Drum&Bass artist Salaryman.](#)

In conclusion, I really liked the game, but I realize that it may be just because I'm part of the target audience and because I worked around potential annoyances to make it interesting for myself, so can't give it a 10\10.

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