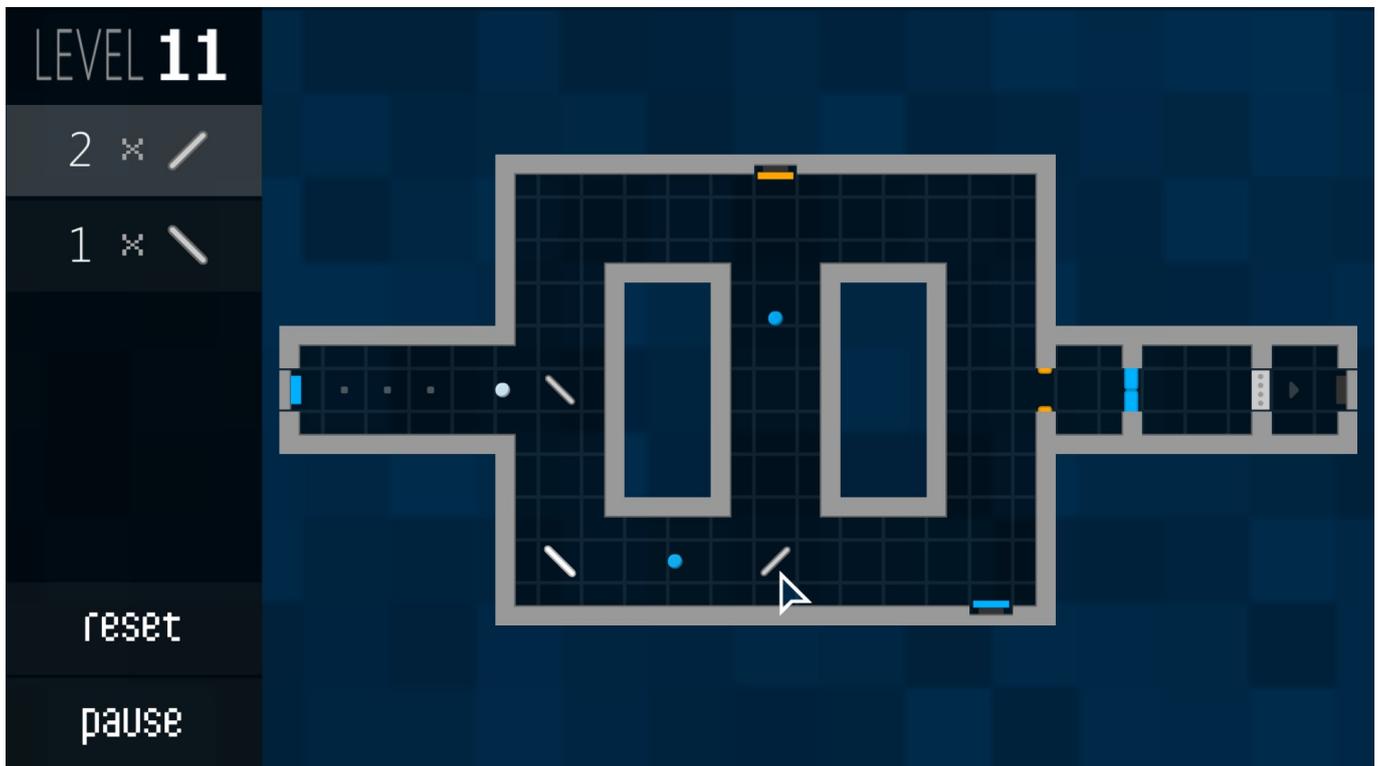


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## About This Game

Micron is a unique fusion of puzzle and rhythm gameplay. Place pieces on the board to deflect bullets of energy that fire to the beat. Guide the bullets to the exit through 51 challenging levels — and 12 bonus levels — featuring a variety of distinctive soundscapes. Your solutions create the music.

## Award-Winning Design

Micron began as a game created for Kongregate's 'Project Eden: Experience the Music' game contest, in which it won 2nd place. The judges included Tetsuya Mizuguchi, creator of REZ and LUMINES, and representatives from Ubisoft, Gamespot, and Kongregate.

*“Classic visual like the Famicom but experiencing the process of sound effects evolving into the music felt really good. The harder the game, the more exciting the music gets — this was blended perfectly.” — Tetsuya Mizuguchi*

## Key Features

- Test your puzzle-solving skills with 63 levels
- Experience 7 level themes each with unique music and sounds
- Play levels created by the community on the Steam Workshop

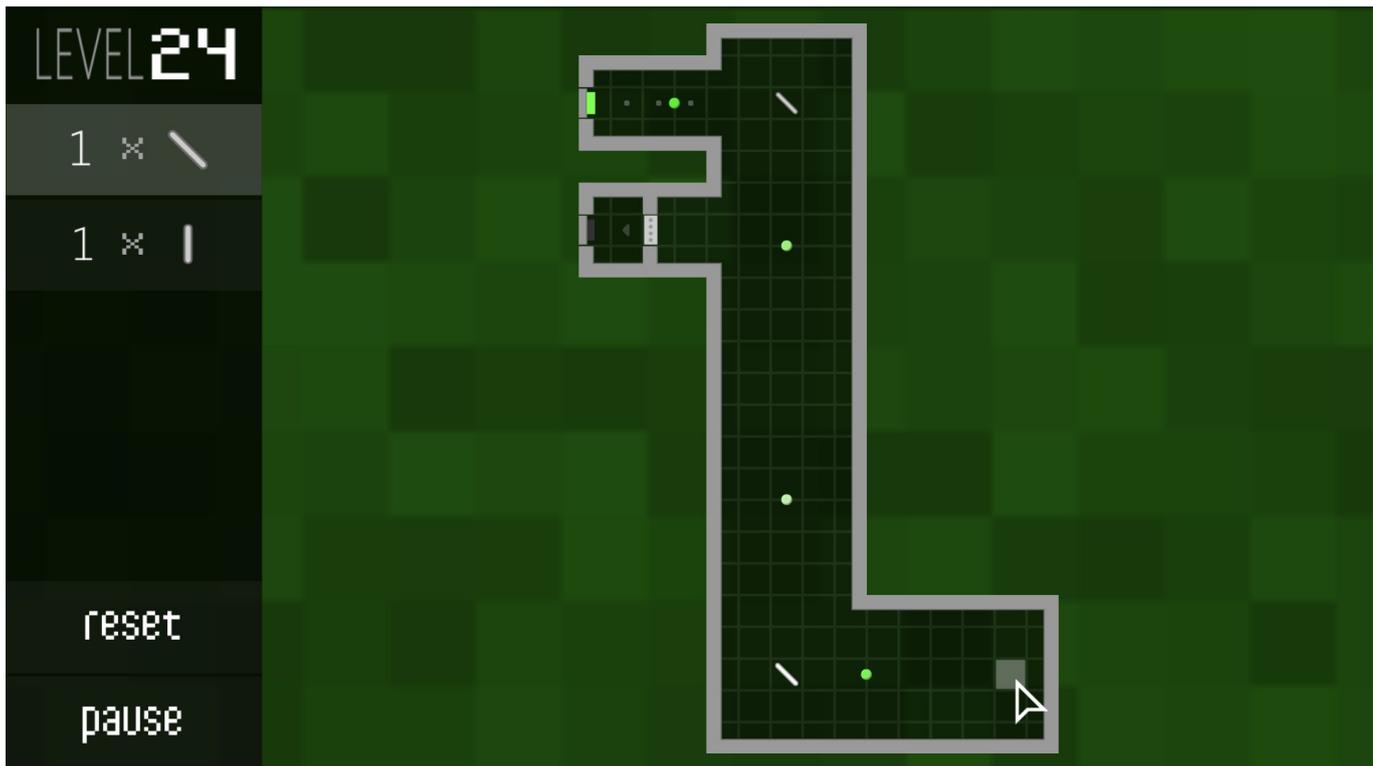
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- Create your own levels with the included level editor (Windows only)
  - Control the game with a mouse, keyboard, or controller — also works on touchscreens
  - Supports controller vibration for the Xbox 360 controller (Windows only)

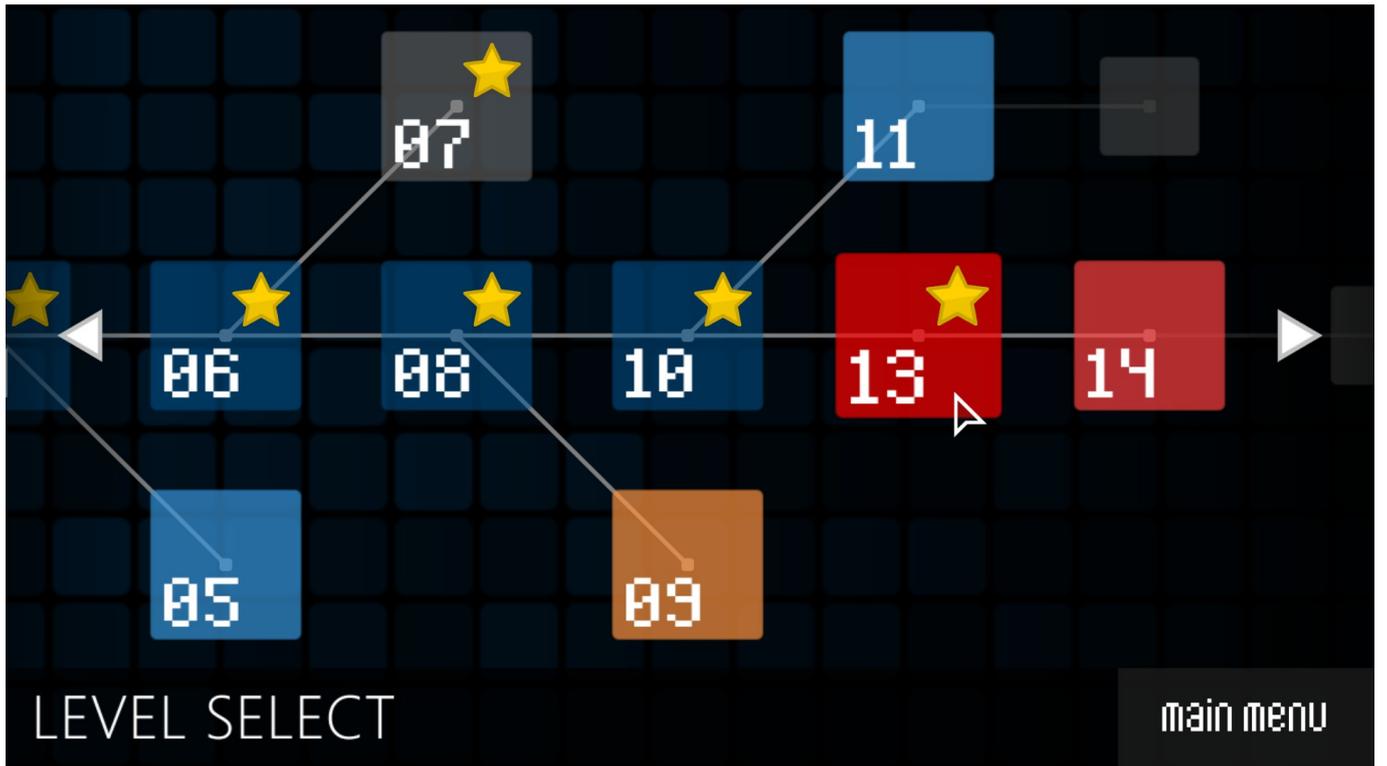
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Title: Micron  
Genre: Casual, Indie  
Developer:  
Apparition Games  
Publisher:  
Apparition Games  
Release Date: 23 Jul, 2014

7ad7b8b382

English





LEVEL 15

1 ✕ /

2 ✕ \

reset

pause



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The puzzles for the most part are simple. There are some fairly challenging ones, but the thing that really makes this game is the overall atmosphere and aesthetic. There's something very satisfying about watching your puzzle solution play out, the hypnotizing motion of the projectiles on the screen, the rhythmic, sometimes chaotic music.. Very nice blend of generative music and puzzles. Nice to see a music game that isn't a note reading exercise. I wish the levels were bigger though, that they transformed into more layers or similar. Right now, at least for easy levels, you get an abrupt break in the nice music the game and the puzzle solution is creating.. Great puzzle game, with great music, I would absolutely recommend it. Although, with only 63 levels, it can has a short lifetime, and I recommend getting this game on sale, on in a bundle.. What a pleasant little distraction for the last couple of days.

To look at it from the outside, it's a fairly standard switch-pressing puzzler of which there have been quite a few. However, Micron stands apart in a couple of ways:

1. It doesn't get stupidly hard (see caveat below)
2. It doesn't go on longer than it should
3. Each level doesn't take too long to complete

Most games of this time get to a point, and it's clear the developer's been holding back some painfully hard levels, and has run out of 'ramp up' levels, and all of a sudden drops you off a cliff. You're sitting there looking a level thinking "The last level took me 2 minutes, and I've been staring at this for more than 20. What happened?" (I'm looking at you P.B. Winterbottom amongst others). This doesn't happen in Micron... The levels are iteratively harder, and many of the 'nice interlude' levels (as I think of them) give you a strong hint as to what the twist in the upcoming level is going to be, while being pretty easy in themselves.

There are some strategies you learn, and sometimes you just look at a level, the selection of pieces and it all just clicks.

Okay, here comes the caveat. There are a couple of levels which require you to do something a tad differently to the levels around them: Bonus 9 comes to mind. For those, there was no choice but to go have a look at a hint. Every permutation I tried just wouldn't work. In those cases, it's usually because you need to do something with precision timing, and I just hadn't experimented enough.

I like the little tricks it plays with your assumptions on colours, and the ways it makes you think about stretching 'flight time' to synchronise events.

The game would have only taken me one evening to finish, if I'd played it in one sitting. All in all, I think about 3 hours of playtime, which was perfect.

For a quid or two, a nice little puzzler, perfect for a plane flight, train ride, or just whiling away a little time with a cup of tea.. Simple, relaxing yet challenging fun.

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I like this game. It's a decently difficult puzzler with nice music and sound effects for the different things that the balls do. It's pretty short, though, and, just like most other puzzle games, once you beat it, it has essentially no replay value. There are some bonus levels that get unlocked once it's beaten, though, and with the Steam Community adding puzzles to it, this game's only shortfall is mostly neutralized. And for the price, should for whatever reason you not like it, there's really no loss.. This is neat little puzzle game. Some of the puzzles are quite simple, while others are maddeningly difficult. Sometimes, I wanted to kick myself after solving a level and realizing that the solution should have been obvious. You have to take several different approaches to reach the answer sometimes, I guess. Anyway, this game is good to get the ol' brain working a bit. I'm having fun with it.. Puzzle timing at its finest. An awesome game, really! Minimalistic, with short and fast level but also more and more challenging, just like I love 'em :)

. Nice difficulty level. Nice game length.. **June 4, 2015**

**Micron is a decent game, short and reasonable. I would consider it purely average, providing good gameplay with fair polish, but treading familiar ground.**

**I was expecting some rhythm elements, but they really don't exist. Each level has sounds associated with bullet reflections, which helps to generate the music. Nothing is really based on moving to the beat, and some puzzles require actions between the beats. Most levels don't require speed, but a few require timed actions to catch bullets at the right time. The difficulty curve varied widely due to these timing-based levels, forcing several restarts to complete. Still, the game is quite easy.**

**The music is fair, but is not a real gameplay element. Most levels are short and can only be solved in a certain way, so replayability only comes from Workshop levels. Puzzles were interesting but not hugely satisfying. Later levels became more frustrating, as one mistake meant a full restart. Once levels feature over 10 objects, I was wanting an Undo button instead of a full restart. Granted, it didn't take long, but the short game length could mean that 20% of your time is spent restarting and rebuilding levels.**

**Micron didn't do anything bad, but didn't inspire me much. It's a decent game at a fair price, a nice way to spend a few hours but not really compelling you to challenge your mind. I would recommend a sale above 50%, below \$2.50 USD is a good time-value. If you are looking for rhythm gameplay, keep looking. But puzzle fans should find some entertainment here for a couple hours.. This is a fun, simple puzzle game. The difficulty ramps up considerably towards the end though.. Some games have learning curves so gentle, they never really take off before you get bored. Some games have learning curves so steep, you start floundering five minutes in. Some games have levels that look like they were pulled out of a random level generator.**

**But this, my friend, is game design done right. So right that it brings a tear to my eye and chills down my spine. When I am on my dying bed thinking about the few regrets that I had in my life, I will say, "At least I played Micron." I enjoy puzzle games of all kinds, I especially have a soft spot for those with simple design mechanics, Micron definitely fits this criteria, however, for it's price I can't recommend it.**

**The gameplay is incredibly simple, it's a "bullet redirector", bounce incoming bullets off of strategically placed mirrors to get them to your desired location or to hit particular switches in a certain order which opens up the exit door. Very simple mechanics indeed, but the levels are all incredibly easy offering no real challenge, aside from a small handful (let's say 10). I managed to complete all the stock levels (including the 12 bonus missions) in less than two hours.**

**Micron is a decent game, but has very little to offer for it's price tag. Buy it during a sale for a quick puzzle fix, otherwise, I'd advise looking elsewhere this time.. Some games have learning curves so gentle, they never really take off before you get bored.**

**Some games have learning curves so steep, you start floundering five minutes in.**

**Some games have levels that look like they were pulled out of a random level generator.**

**But this, my friend, is game design done right. So right that it brings a tear to my eye and chills down my spine. When I am on my dying bed thinking about the few regrets that I had in my life, I will say, "At least I played Micron." What a pleasant little distraction for the last couple of days.**

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