

Subject: : Amiga Classic

Topic: : SkillGrid - new AGA game in the works

Re: SkillGrid - new AGA game in the works

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URL:

Finally also the in-game music is ready!

The gameplay idea is that when the Notes Cell is caught, music starts playing and all the cells become bonuses (maluses have no effect anymore and award points, and the Controls Swap Cells always fix controls); then, when music ends, the game returns to normal.

This video shows how it works (although, as usual, YouTube just can't cope with the scrolling layers and thus totally destroyed it):

<https://www.youtube.com/watch?v=6sDg0zni9ac>