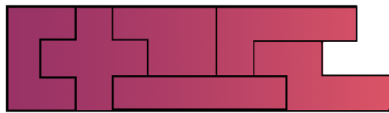
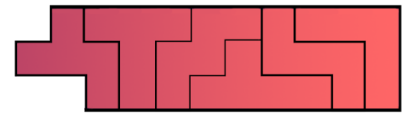




## GAMEPLAY GUIDE



### The Basics



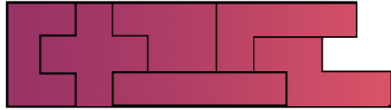
Chime is a puzzle game where you *place pieces* and *make music*. Every piece you place is read by the beatline as a Chime. Pack pieces closely together and you'll form Quads, read as longer musical phrases. Quads eventually set, shatter and colour the grid.

The more you colour the grid the more of the song you hear. You can see your progress at the bottom of the screen; time bonuses are awarded as you move into new sections of the track. Colour 90% of the grid with quads before time runs out, complete the song and you complete the level.

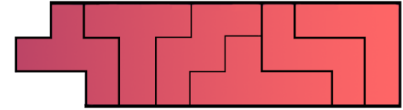
That's all you need to know to play the game. The play loop is super simple:

- Place pieces
- Make Quads
- Colour the background
- Make music

Want more? Head for the TIPS section.



## The Modes



Each of Chime's five modes has different rules and a different purpose.

### **PRACTICE MODE**

*[Unlocked from the start]*

*Practice Mode* has a small, simple grid which gives all players a chance to hear all of the song and toy with that level's Shapeset. This is your low-threat training ground.

### **STANDARD MODE**

*[Unlocked from the start]*

*Standard Mode* is the original way to play Chime. Form quads, get coverage, progress through the song, hit the time bonuses to extend your play time and avoid dropping combos for high score. Simple, fast, classic.

### **SHARP MODE**

*[Unlocked with 60% board coverage in Standard]*

*Sharp Mode* is Chime without the timers. You can take as long as you want to place blocks in this mode — but you lose 'lives' when fragments drop and can only replenish them with Perfect Quads. Play cautiously and make your moves with confidence.

### **STRIKE MODE**

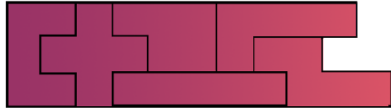
*[Unlocked with 60% board coverage in Sharp]*

*Strike Mode* is Chime against the clock. You have ninety seconds to score as many points as possible. Place pieces as fast as you can. Hone your instinct, no regrets.

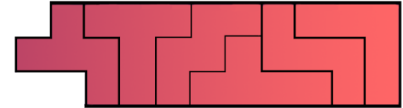
### **CHALLENGE MODE**

*[Unlocked by completing one board in Standard]*

*Challenge Mode* is a bonus for those at the upper end of Chime's skill curve. Take on the most complex board from standard mode and complete it with a limited piece set. Learn to turn frustration into opportunities and play in several places at once.



## TIPS



Here are some concepts that should be central to your #prostrats thinking when playing Chime Sharp.

**FRAGMENTS** are the broken parts of pieces left behind after a quad shatters. Fragments are unstable, changing colour when they're struck by the beatline. Eventually they drop from the board entirely breaking your combo. The key to good scores in Chime Sharp is good Fragment management.

**PERFECT QUADS** are Quads which leave no fragments behind. Perfect Quads give score bonuses and leave you with a cleaner board to work with. Perfect players make Perfect Quads.

**SHAPESETS** are the pieces used for each level. There are 12 pentominoes and each level uses seven. Some shapesets are more difficult than others. Work out which pieces fit well together and how that affects both your build strategies and your fragment management.

Other things to keep in mind:

- You only get significant numbers of points for new coverage
- The game makes two more sweeps after completion at 90%; hitting 100% coverage requires planning ahead
- It's harder to build next to walls so it's easier to do that first
- The Y button on the controller — or space bar on keyboard — momentarily lifts the blocks so you can see gaps in coverage
- If you find a palette difficult you can switch it in the options (and there's another camera angle, too)
- When time runs out quads currently in play are set and shatter. This can generate coverage — which can move you to the next section of a song and give you a time bonus, keeping your game alive

There are major differences in quad and fragment behaviour across the modes. Discover these and consider how each affects your strategy!