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About This Game

game Play

Hyper color ball is a casual, difficult game. The game-play mechanics are based on testing your focus and dexterity skills. With a fast paced, upbeat soundtrack and a strong vibrant colours. Hyper color ball makes for a fantastic party game. You play as the Hyper ball, try to not collide with the elements. Collect green balls which give you points and health boost.

color Beat

Hyper color ball uses our 'Color beat' system, the game tracks the frequency of the music and shifts the in-game colors accordingly.

The Hyper ball will also change color depending on your health, watch out for the elements!

Hyper color ball was conceived during Castle game jam 2016!

Most Important features:

- Skins

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- Better color dynamic
 - Achievements
 - Audio player lite
 - Add your music (wav or ogg)

Title: Hyper color ball
Genre: Casual, Indie, Simulation
Developer:
Czester16
Publisher:
Back To Basics Gaming
Release Date: 2 Sep, 2016

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Minimum:

OS: Windows XP/Windows Vista/Windows 7/8/10

Processor: 1,6 GHz

Memory: 128 MB RAM

DirectX: Version 9.0

Storage: 100 MB available space

Sound Card: available

English







hyper color ball. hyper color ball badge

The controls and mechanics are horrible. do not buy. I've only played it for a few minutes, but already dislike it. Truth be told, I didn't know what to expect, I likely got the game in a bundle somewhere.

The idea of this game isn't bad, but the graphics are coarse and unrefined, the music and speech is OK.

However, what annoys me most is that the "tutorial" does NOT introduce you to the game. In the game, you move constantly. In the tutorial, you only move after you confirm having set the block (representing Alice apparently).

Quite a difference, especially since the game didn't seem it necessary to inform me of this.. It's so close.

Story and voiceacting beside, theres not really anything that makes this game portal. What made portal good isn't what made this game good, or would anyway. The focus on energy pellets makes this game an energy pellet game, not a portal game.

No interaction with other elements that made portal good in the first place is the real kicker. The only way the tests were hard were with completely arbitrary solutions based heavy on timing instead of actual puzzles, besides the first few levels. This game perfectly showcases how replacing energy pellets with lasers in portal 2 was a good idea.

To the games credit however, the music is really good and has innovative mechanics branching off of energy pellets. Too bad that it's the only thing the game actually uses and leads to bad puzzles. There's litterally only two main mechanics: cubes and energy pellets which even the original portal had more of.

The inclusion of original portal or even completely seperate mechanics could've made this game from a 5/10 to a 9/10. Just finished this game, it was pretty fun? Really, really enjoyed the art, and the story line was good, the dialogue was all really funny at times. It had a really cool game design where as you progress, you learn new spells and some other spells become obsolete, so you're kind of always changing exactly how you play the game. (I noticed some people mentioned this as a bad thing in their reviews, I guess it's just personal preference but I really liked it). Overall, I did like the game, there were definitely a few things that let it down though. There were a few bugs, with really crazy spawn rates in some areas, enemies not attacking, the AI of the grims was a bit out of whack sometimes, and sometimes if you haven't added a certain spell before a fight, it can make the boss almost impossible to beat (e.g. Hogan & the last boss. I spent like 20 minutes trying to beat Hogan and getting him barely down to half health) so you might have to reload the game from an earlier point and then do some things all over again. The game also crashed my laptop when I first tried to load it (not sure what that was about).

Also, major spoiler, but i was confused why Fum sacrificed himself to bring back Deimon, when he could have at least sacrificed himself to bring back... everyone that Merklyn had killed? If the magic was supposed to be that strong? Or at least the uncle guy from the beginning too. Something like that. Just thought it was a little weird, not exactly where I would have gone with the plot

BUT, overall, cool game! :^) Definitely would play a sequel if they make one (hoping they do). Ever wanted to play a 3D version of the classic old school Asteroids that so many grew up putting endless quarters into the arcade machine to play desperately trying to get a new high score?

Watch my First Impressions & Review of this game in Early Access Right Here:

https://www.youtube.com/watch?v=F0ZiV_i4qx0

[Well if so, or even if not so... Welcome to AsteroidsHD! This is an early access rock and enemy ship blasting game that is worth MANY TIMES it's asking price! At 99 cents for his early version of this game, the developer shows that his heart is much more about delivering a fun experience then he is trying to make a quick profit! ..That alone deserves some respect in my book here on Steam, especially considering the sheer amount of rip-off crap that is launched in early access these days here.](#)

[Controls are simple and easy. WASD to move through space, and your move your ships direction around, while your mouse buttons give you two different types of blasts to clear enemies and those big space rocks floating around. A joy to play with very responsive and understandable controls.](#)

You start off in a space void with a few huge rocks, and a single enemy ship who will shoot at you if you don't find him and blast him first! There is also plenty of different power ups, ship repair, and ammo icons floating around to aid your cause. Shooting a space rock blasts it into many smaller rocks at high velocity, and damage values are clearly shown as you blast the rocks and baddies making it a satisfying endeavor.

While the first level might seem casual and too easy, just keep clearing out all those space rocks to move on to the next level, and pretty soon you'll be in over your head and having to dodge all kinds of crazy enemies and rocks which multiply each time you pass a level. Super fun, especially for the price!

Sadly, not enough players have bought this game yet when I reviewed it in early access, but I will buy a copy for my son and have him play some multiplayer games with me and update my score and post some video links when that happens. ...For now this game scores an impressive 75% from me, with a good chance of only going higher once more players are available for the "Up-To-8-Player Multiplayer action" and as this game continues to get further developed through early access.

Thumbs up! If you're at all curious about this game, this game gets my support and my high recommendation! Give it a try, you'll probably be surprised what a dollar can buy! :-)

. Played the ps3 version, this is a Fantastic port of the game would recommend it.

Also for those wondering if there is replay value, EVERY playthrough there will be a new set of trations.. Wow what a game. I would put this puzzle platformer up there with the best. The music, character design and overall execution is excellent. A beautiful original I really can't say enough good things about it.. Old laggy game, the graphics are terrible the gameplay sucks Dont be fooled

Not recommended

. This game is gonna play you, not the other way around, just deal with it or don't buy it. There is no easy mode here, if you are not ready to fail again, again and again, don't bother. It will teach you to fold your underwear and put it in place, put toilet seat up, reason with crazy digital ex-wives and many other essential survival skills.

Obviously, there is a way for visual improvement, but since it is VR compatible game, average graphics are not surprising. It's not what makes this game fun anyway. Overall, it looks pretty solid for an indie game. Recommended for masochists and old-school gamers :). Some of the physics puzzle levels can be beaten by just doing the same thing over and over again because the physics engine is so poor.

One of the achievements was updated to be impossible without modifying the game's files.

I rarely see a game ask for admin privileges - I don't suspect foul play, but it irks me out every time.

There is no button to simply undo your puzzle solution attempt without wiping everything you just made. Why? It's not making figuring out the solution any harder, it's making it tedious to paint dozens of tiles again to try a solution with a slight variable.

Somehow even the story manages to me off because the main character is just trying to chew on everything including paint (he's hungry - that's the extent of his personality), and everyone else is a complete jerkwad who doesn't appreciate this kid doing this for them. Duh, of course it's meant for comedic purposes, but for me it's not funny, it's just slapping me in the face for having the audacity to play this thing in the first place. It's the game's characters genuinely treating me like trash for saving their lives.

And every time you fail, you hear the main character make the disappointed, bratty sound of your own ears excreting. You desperately try to hit the retry-button to stop him from making that sound but it's always too late. I ended up muting the entire game and listening to conspiracy theorists on YouTube. It was an improvement.

The game wasn't fun. It was challenging at times, but very repetitive.

nice soundtrack tho.. Good story.

You play a young girl washed up on a Island after a unexpected storm. Her boy friend is taken by someone, but you are to weak to do anything. When you come to, you find out that the Island is not what it seems. Their is a big secret and you end up solving it to save your boyfriend.

Nice mix between hidden objects and puzzle.

Very fun. I recommend it.. Only 19 reviews.

Overall mixed?

This game deserves better.

It was one of the first non-valve games i owned on steam and it was a very memorable expierence.

It is very difficult but if you like lunarlanderstyle gameplay this game is really awesome.

In my opinion totally underrated, I totally recommend it if you know how to map your mouse and keyboard controls to a game pad, because then the game gets really stellar.. love it

i love the snowy landscapes just in time for christmas!. Masked shooters 2 is one of the funniest games I have played in a really long time for the \$0.49 this game is absolutely amazing you really can't beat the deal.

At first when I was buying this game I just was looking for a cheap FPS game I could play with my friend. I thought the game looked really dumb and had horrible graphics. Even though the graphics are not the best and the game is a little bit broken

I would 100% buy this game. It is still fun with the bugs that it has. The bugs don't really effect you're Game experience. I would recommend this to anyone that has the extra money in there account for this game. - Graphite :D. This feels like a new spin on a classic SHMUPS. making it more of a puzzle game and adding that third dimensionm. plus this sound track keeps

sucking me back into this game. I recommend using a controller since you cannot remap the keyboard and mouse in game.. Games is dead, but if you have a bunch of friends, it's a lot of fun.. Celica, CElica, CELICA, so easy to drive...and that turbo wirl :))) Maserati is a joy to push hard, the rest you have to try yourself very pleasing pack handling\audio...a JOY :)

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