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### **About This Game**

We are glad to see you again in the world of Neo

Now you need to shoot the cubes until they disappear.

Do not forget that here is not 1 row.

Use the bonus to look through the eyes of the ball and choose the correct trajectory.

Direct the neoshar with a beam and throw it straight at the target. Kill the cubes one by one and score points.

To destroy a cube you need hit into it as many times as it written on the cube.

Each glowing ball that you collect will add to your collection 1 extra ball.

Make it so that the maximum number of balls hit into cubes.

Do not forget, if the cube reach the bottom then you lose.

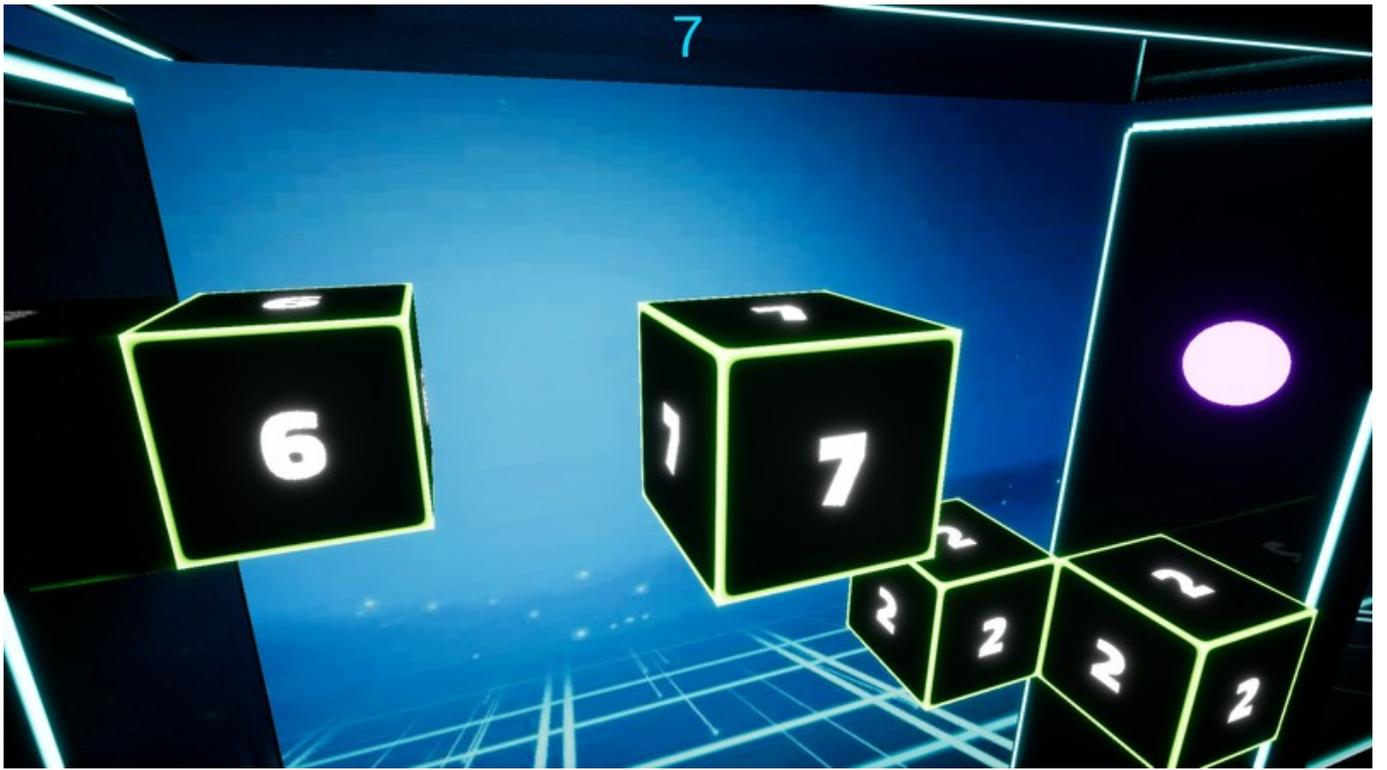
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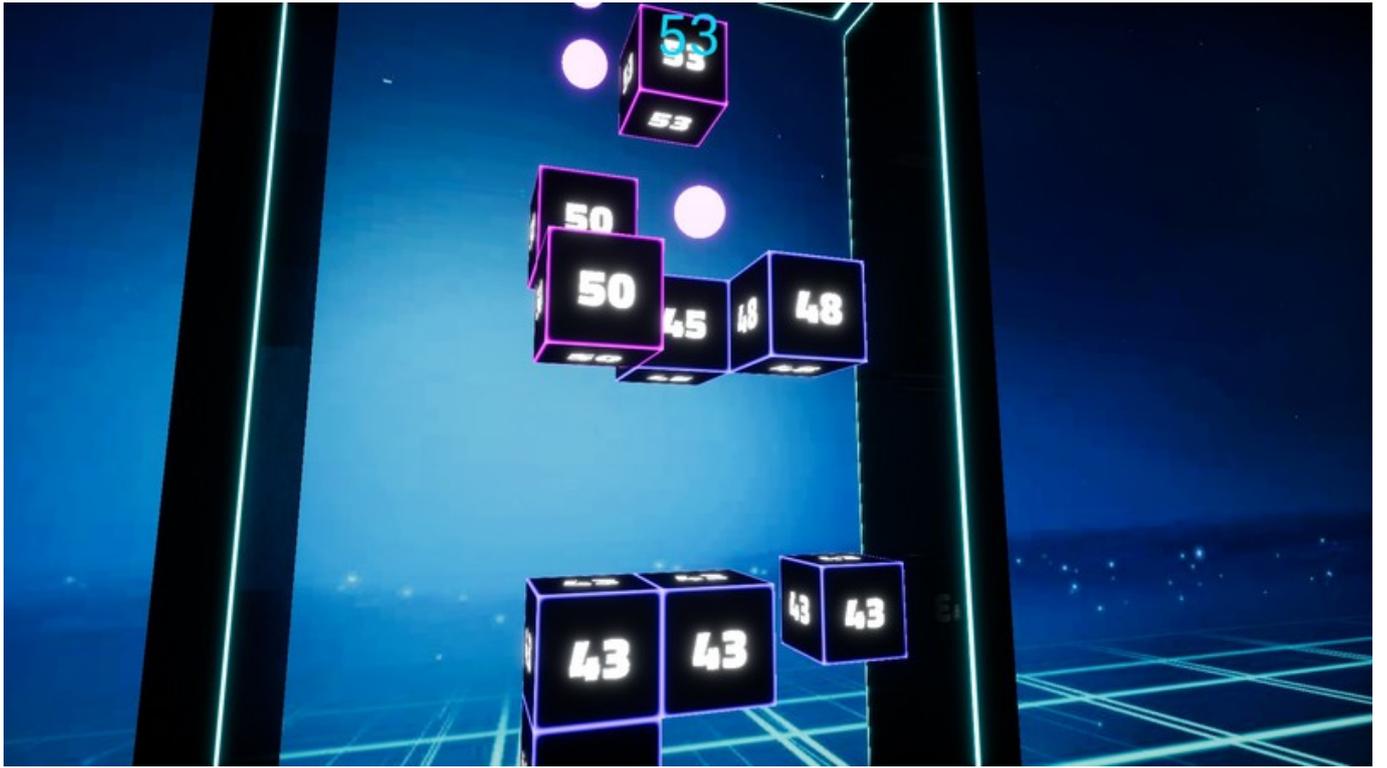
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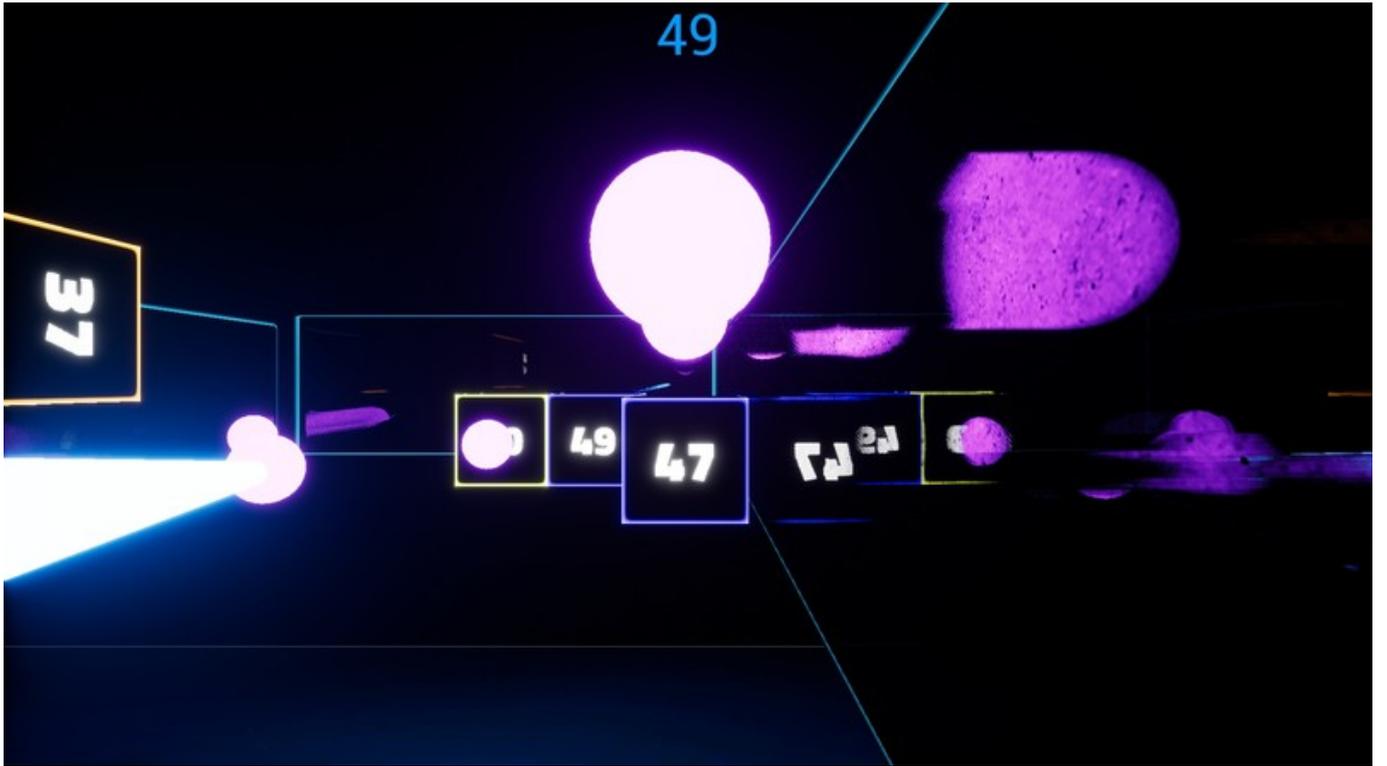
Title: NeoBalls  
Genre: Indie  
Developer:  
BJGameInd  
Publisher:  
BJGameInd  
Release Date: 3 Jan, 2018

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English







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Great game design but the hitboxes don't function so well that sometimes whenever I begin launching balls even directly at a number box, the game won't register which ends up wasting a turn.. Completed 01/08/2018.. Ez unlock 1998 Achievements 100%. Edit: I found a way to break the physics of the game and get past any level without fail. I'll post the spoiler at the bottom of the review so it's under a read more link.

Edit: Achievements work now. Obvious mining in progress.

Old review:

I didn't realize this was an achievement mining game until I bought it. If you want it for that, don't get it. The achievements are broken.

Gameplay wise... It's fun and all. About 99 cents worth of fun. The camera angles need a lot of work. The controls are goofy, but you get used to the 3 dimensional thing after a while. It's just that the camera doesn't always show the full screen so you have to do a little guess work while lining up your shots.

For a chill out game, recommended for sure. For it's obvious achievement mining? Not so much. No achievements trigger anyway.

Edit:

Spoiler Alert

Aiming all the way sideways and at about a 45 degree angle towards the invisible front panel will cause the ball to bounce in a pattern all the way up and down the screen, hitting any and all objectives on the way. It takes a couple tries to get it perfect, but once you get the angle right it works for every level I've faced so far. Got pretty far before the game crashed. I assume it wasn't meant to be played for as long as I played it for.. You get what you paid for, 2K achievements at minimum price. If you're an achievement hunter looking to increase the number of achievements on your profile showcase, then I highly recommend buying this. Else don't waste your money. This is not a game, it's just a way of distributing achievements.



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