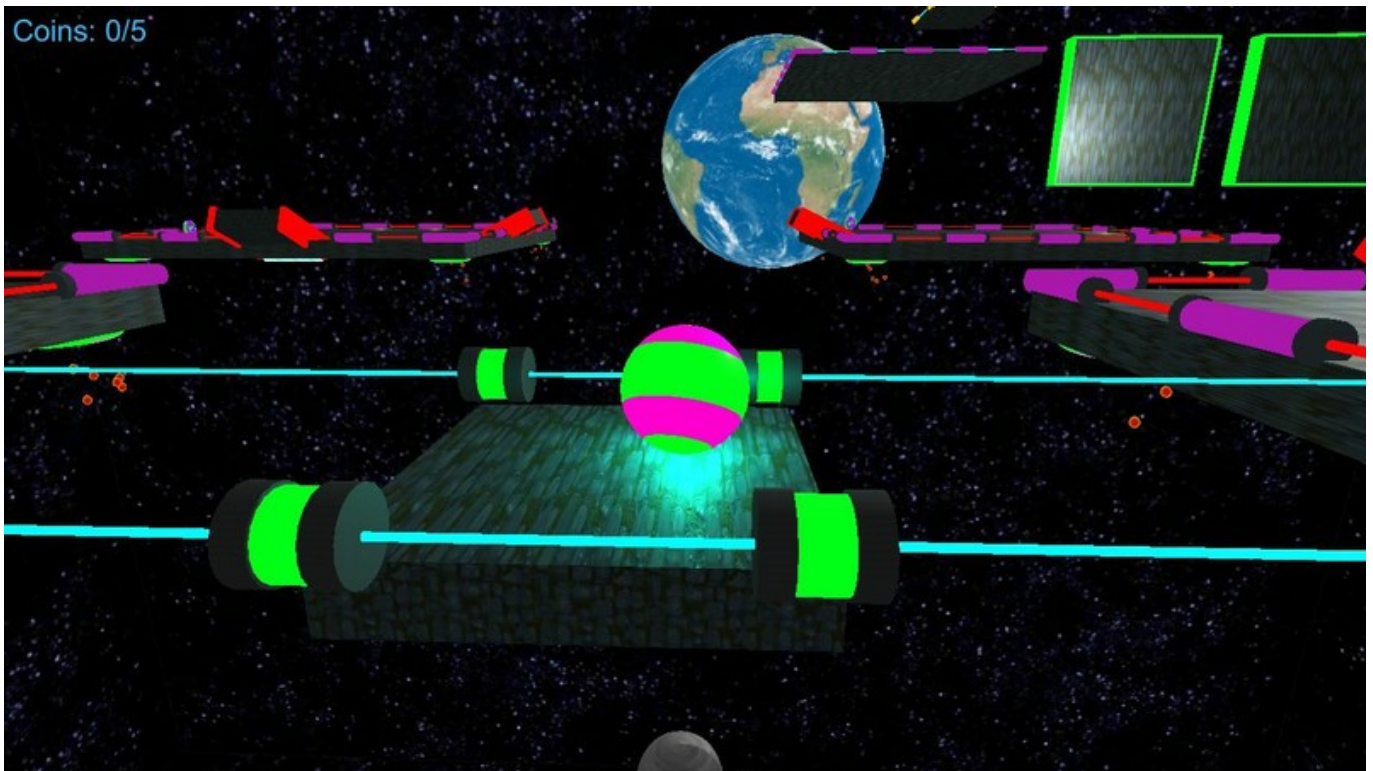

Hexaball Download Setup



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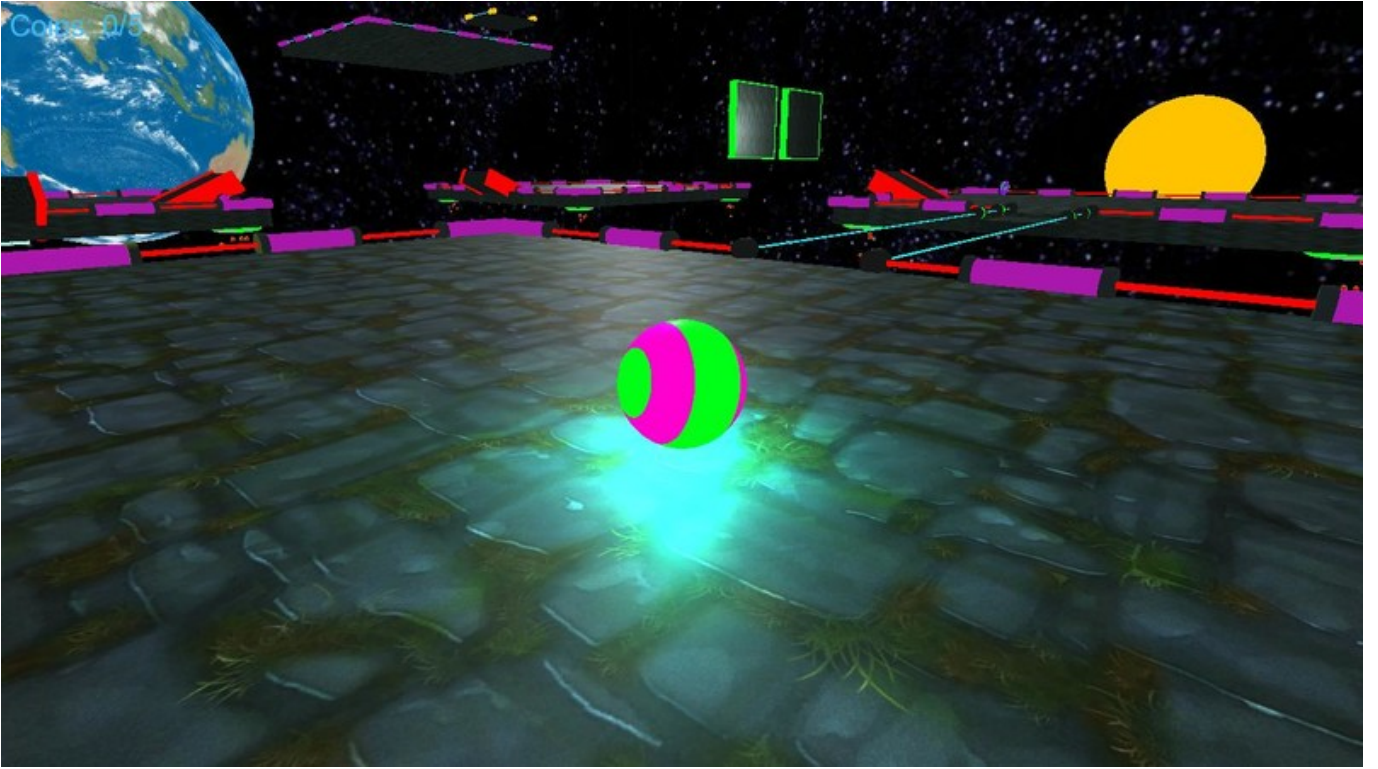
About This Game

A classic puzzle game. Collect the keys to go to the next level.
Cross the platforms with the help of springboards, collect coins, calculate the strength of the jump.
A fall from the platform will result in the level being completed.

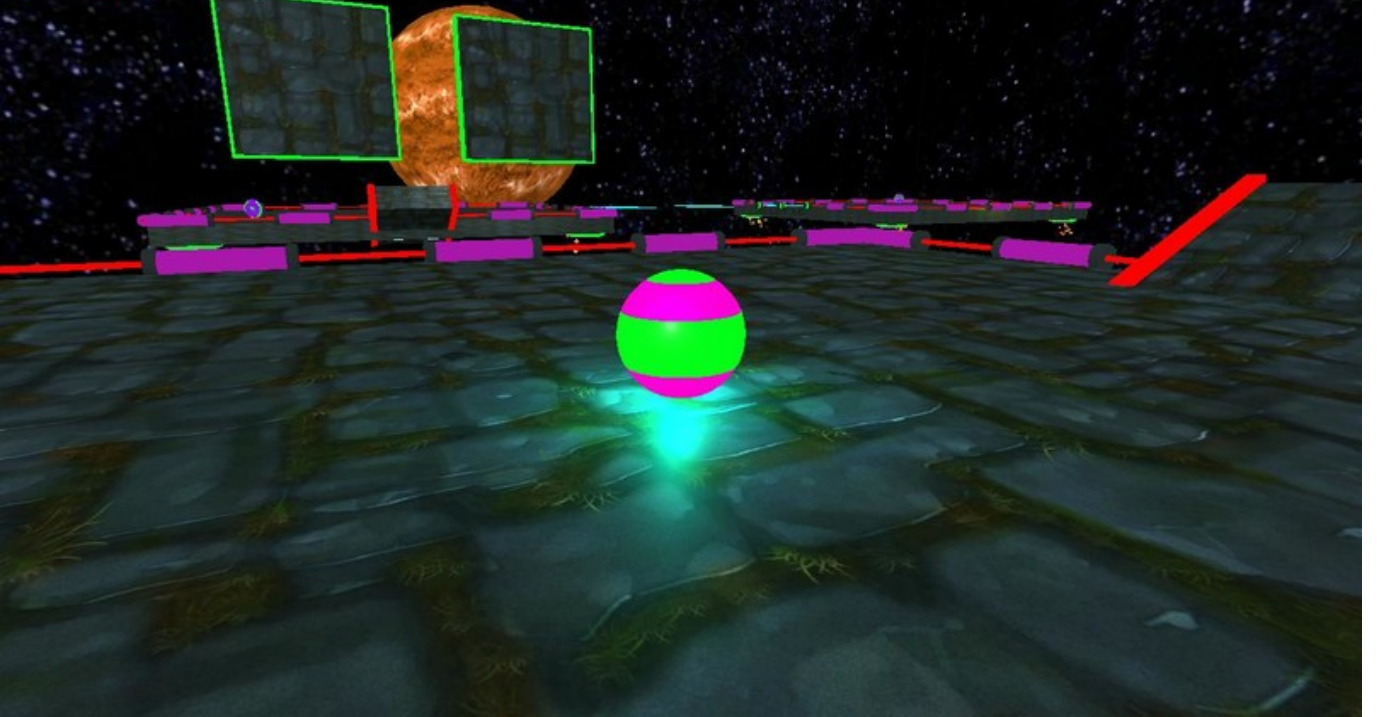
Title: Hexaball
Genre: Adventure, Casual, Indie
Developer:
Kedexa
Publisher:
Kedexa
Release Date: 20 Mar, 2017

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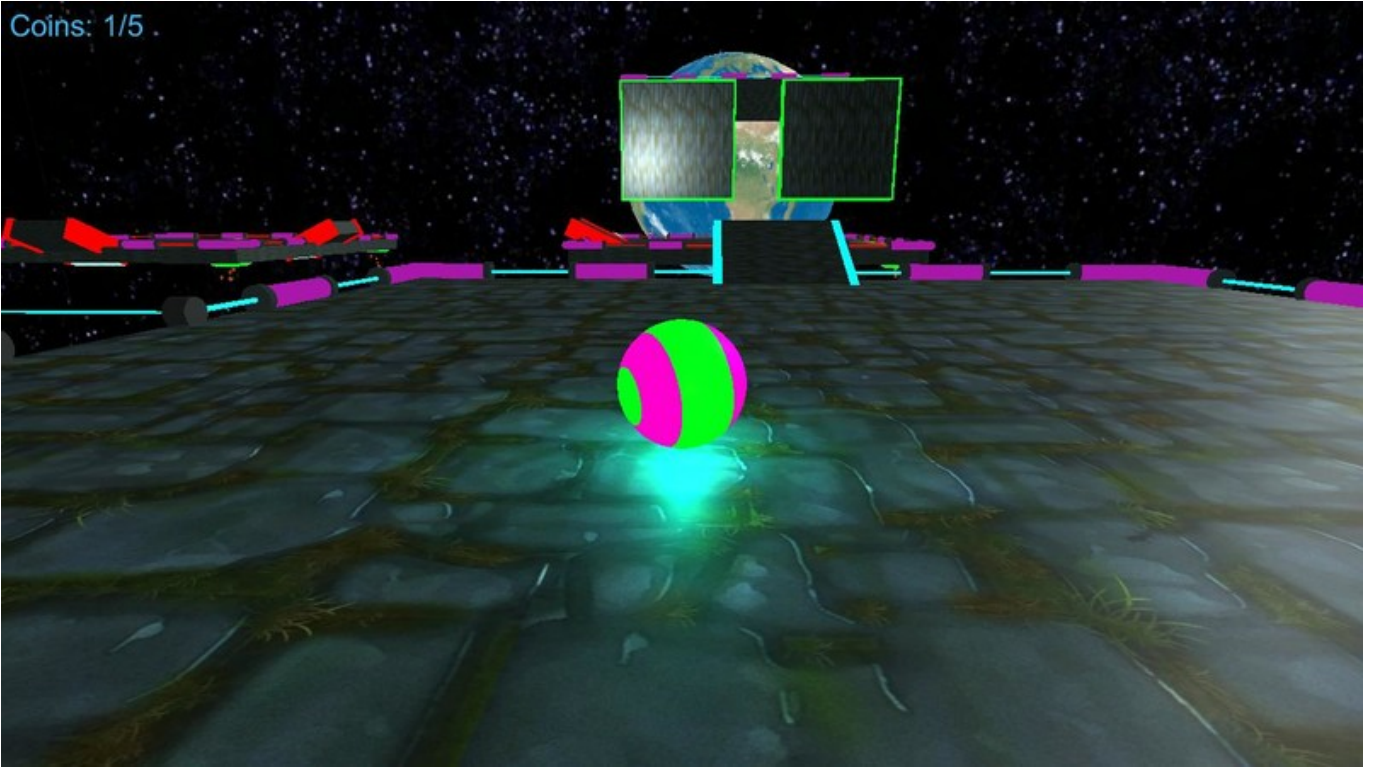
English



Coins: 0/5



Coins: 1/5



Edit: this game has seen almost no change since this review was created, the developers don't care and honestly this isn't worth any money, just don't buy it. The review below was me wanting this game to improve, but it's clearly no better than the other crap on the steam store front.

(I'd like to note that I used a steam controller to play this game)

This is a game where you play as a ball, and you have to traverse through levels. Unfortunately, the game doesn't control well, the movement can be compared to that of an ice level in a platformer, there's way too much momentum. When moving from platform to platform, it can get annoying. You constantly fall off when trying to slow down. I'd like to add that I found this when I was browsing the new releases. This game looked like it had promise, and it does, it's in early access after all, so I would like to list a few things that I think should be changed and added

Changed:

- Ball movement (too much momentum)
- Graphics (while they aren't important, it's something to be considered at least)
- the main menu seems a bit empty (also when I go to pause, it goes back to the main menu meaning that the whole menu resets)

Added:

- add more things to levels (things like enemies or traps, things to make the game more interesting.)
- A proper options menu with rebindable controls
- More levels (with more level variety)

Honestly, I really want this game to improve, it has so much potential, I think with a bit more time and effort, this game could be a nice little thing to play every so often, especially for 79p! I wish you good luck!. Nobody gave this game a good review so I thought to buy it just to screw up with the review score.. Fun for what it is, pretty sure I got it at like a 75% discount, but I mean buy it if you have infinite money. Even though (at the time of me writing this) there is only 6 levels, it is worth 99 cents. It's fun and moderately difficult and I'm looking forward to new levels. I don't know what some of these other reviews are on about when they talk about the controls being too sensitive, I played this with mouse and keyboard and it's fine, once you get the hang of the physics (which takes like 2 minutes) it's pretty fun.

Some suggestions for the developers:

When you fail a level and restart, don't start the music over, just let it keep playing.

When using an Xbox controller, allow for the right stick to control the view.

Maybe add an attempt counter somewhere on the screen and add a coin counter for all levels.

More songs for the soundtrack, there's currently only two but I really enjoy them and would love to hear more.

On a side note, I uploaded a video of a full playthrough for the current levels to prove it's doable and it's attached to my steam profile if anyone is interested.. russian balljumping game for windows 95. In this bouncing a green and pink ball across a map in outer space game that contains only 6 levels, I've quite enjoyed the gameplay to be honest.

The controls and physics in this game can be irritating at times, but the game gets really easy once you get the hold of it.

I actually liked the few minutes I've played.

Uninstalled Within 5 Minutes,
New High Score.

rid steam of this filth gaben.. Bottom line: Don't buy this game. Not even for 10 cents.. I do not understand why people give bad ratings to this game, it is not bad game. I think it was a bargain for 60 cents.

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