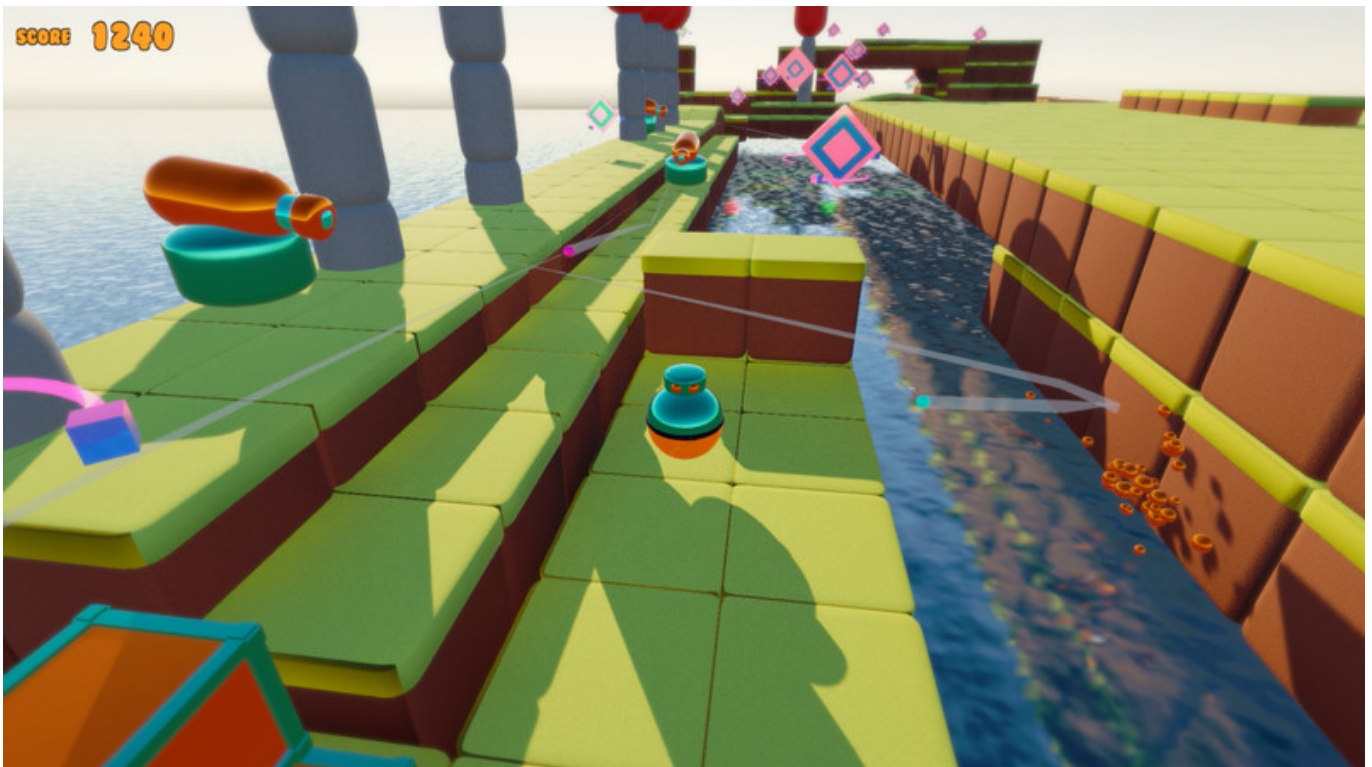

Relaxation Balls



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About This Game

RELAXING SANDBOX GAME

Soothing game. Created to relieve psychological stress in people of different ages.

- Physical sandbox
- Beautiful graphics and high performance
- Freedom of actions
- Simple and intuitive game control
- Educational game
- Helminth Valera, Horse Anton Bober Vasily
- Psychologically based shapes and content

Title: Relaxation balls
Genre: Action, Adventure, Casual, Indie, Simulation
Developer:
DIAMOND FOX
Publisher:
DIAMOND FOX
Release Date: 5 Nov, 2016

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Minimum:

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

Processor: Intel Core2 Duo 2.2 Ghz

Memory: 4 GB RAM

Graphics: Any 2 GB

DirectX: Version 9.0

Storage: 35 MB available space

English

SCORE 6505430

| | | | | | | | |
|---------|--------|-------------|------------|------------|-----------|----------|---------------|
| BOX | SPRING | CRANADE 5 | CRANADE 10 | CRANADE 20 | BALLOON | TURRET | HORSE ANTON |
| SOLDIER | WIND | WORM VALERA | GIANT | BIG DADDY | TOADSTOOL | MUSHROOM | BEAVER VASILY |







relaxing silver balls. relaxing metal balls. relaxing bouncing balls. relaxing gel balls. relaxing stress balls. relaxation balls amazon. relaxation balls for sale. relaxation chime balls. relaxation balls. relaxing hand balls. steel relaxation balls. relaxation for balls. stress relaxation balls

this games is not even worth is good for♥♥♥♥♥♥♥♥♥♥off friends

. Broken Achievement.. Not my type. No gameplay, not interesting world, very strange ball's controller.

This game: 10 happy wolfs/10

(p.s. if gameplay and controller will be fixed, i'll change my opinion.). more indie garbage to hide in my library. Don't buy this game If you want a game with 100% achievements, because the last achievement is broken since the release date so 2 years already.

Not my type. <https://youtu.be/KBLOO3oI8io>

If you watch the video I posted:

The first half is just my reaction to starting a new game,

And at 7:43 I check out "Creative Mode"

That's where all the ♥♥♥♥ing funny parts (for me) happened.

--"Start a New Game"--

Sooooo, where do I begin?

The controls are slidier than a Super Mario Bros. Ice level.

The music is on a loop, but the music sucks too much♥♥♥♥♥♥♥♥to be entertaining.

The African enemies randomly explode.

You have no health indicator that I know of,

So why are there enemies that appear to try to kill you?

You can move the camera in the pause menu.

I guess the point of the game is just to collect these diamond-shaped things that increase your score.

I don't know if this "game" has any more levels than the first one,

But I wasn't going to stress myself out playing the game longer than I wanted to.

--"Creative Mode"--

Creative Mode is just a mode where you can spawn entities.

I don't know about you, but when I think of "Creative Mode,"

I think of UNLIMITED RESOURCES THAT YOU DON'T HAVE TO WORK FOR.

But, (13:50) no. You use the previously mentioned score to spawn enemies and♥♥♥♥♥♥♥♥

This game is all over the place...

The "Big Daddy" (8:36) is a duck-snake-worm crossbreed.

The "Horse" (9:25) is just a ♥♥♥♥ing balloon doggy.

(I'm serious, I used to make balloon animals.

I know what I'm talking about.)

The "Giant" (10:16) is a giant... It's a giant chef with a GIANT boner.

--Ending Statement--

I've played worse games... You can't see me, but I'm looking at Tomb Raider: Rise of the ♥♥♥♥♥♥♥♥♥♥.

The game is pegged as partial controller support,

And technically that's true. Although, I would say it's more 'barely any controller support' moreso than partial, as you can only move around, jump and pause the game on an Xbox360 controller (I haven't tried a PS3 controller). But you can't interact with the menus and you can't do the one thing you absolutely need to do to even last half a minute in this game: Turn the ♥♥♥♥ing camera. Maybe if the controls were easier, the enemies didn't fly around all over the ♥♥♥♥ing place (5:27, 9:43), the enemies didn't randomly explode (5:27, 5:36, 5:50, 9:43), maybe a change of music when the first track changes, and the render distance actually worked (Although there's no real point to having a render setting. I'm convinced this could run on an Atari2600.), this might actually have a chance. But until then, ♥♥♥♥ this game.. What the heck is this? No, seriously. It tries to be a Mario/Sonic/Late 90's pick-up-a-thons with ♥♥♥♥♥♥ier platforming mechanics and even ♥♥♥♥♥♥ier level design. Not to mention the achievements are...the same? Same name, same icon...but one is unlockable fairly easily but the other is a hidden achievement. What? So for the 5 mins or so I played it, I suppose you're supposed to control this...thing, which looks like a flask or something, and collect thingies around the map. These give you points. Oh, and you can open up a spawn menu and spawn a whole bunch of♥♥♥♥♥♥♥♥to supposedly help you around the level. Feels like an assignment for a game development student due to be passed up next week and done the week before. Something that I would so totally do, if I were one. Get it for the stickers and achievement I guess. Or to clog up your library with cheap games.. Its♥♥♥♥♥♥. Relaxation balls? More like stressful balls to me. I don't know what I have just played but I think this game deserves the Razzie awards for worst video games. To put the icing on the cake, one of the achievements are not even working.. Not relaxing at all. And there are no balls!!!

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