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About This Game

About the game

Neoncube is a 2D platformer based around a neon world. The goal in the 50 included levels is as simple as opening a door and entering the next level. This seems easy at the beginning, but as your level progress increases, you might find yourself in a tricky situation. Especially the 5 bosses every 10 levels may increase the probability of ending up as a pile of neon shards.

Features in the game

- **Level Editor**
50 Levels are not enough? Well you're in luck! With the built-in level editor you can create your own levels and publish them to the steam workshop! Share your levelpacks and try out levelpacks by other users for unlimited diversity!
- **Customize your cube**
You don't like green? Well you're in luck! You can change the colour of your player to the colour you desire! Additionally, you can admire the broad selection of accessories for your player! Enjoy your new mustache and monocle wearing cube!
- **Coop**
You don't like playing alone? Well you're in luck! Neoncube provides you with a Online Coop Campaign, so you can play the game with your best friends!

- Achievements

You like achievements? Well you're in luck! Neoncube offers a variety of achievements for you to claim. These range from super easy to mindblowingly hard actions to perform! Gotta claim 'em all!

- Trading Cards

You like trading cards? Well you're in luck! Collect and share trading cards to become a "Neon collector" on Steam!

Title: Neoncube
Genre: Adventure, Indie
Developer:
David Lawrence, Nico Thomas
Publisher:
David Lawrence
Release Date: 2 Oct, 2015

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Minimum:

OS: Windows XP

Processor: Any

Memory: 1 GB RAM

Graphics: Integrated GPU

DirectX: Version 9.0

Storage: 200 MB available space

Sound Card: Any

English, German, Portuguese, Dutch, Hungarian, Swedish, French, Polish, Russian

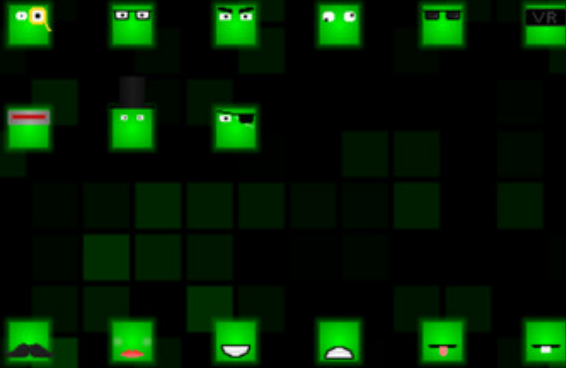
Accessories

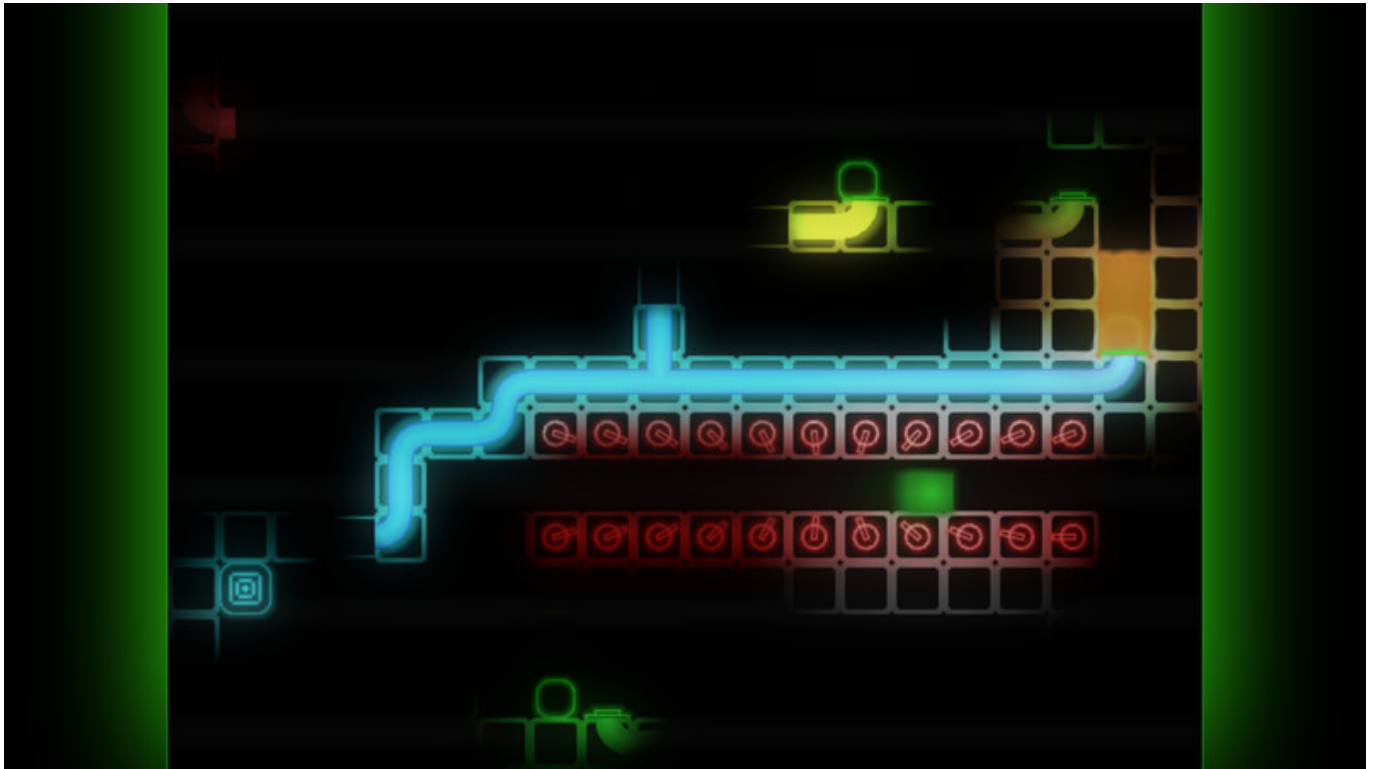


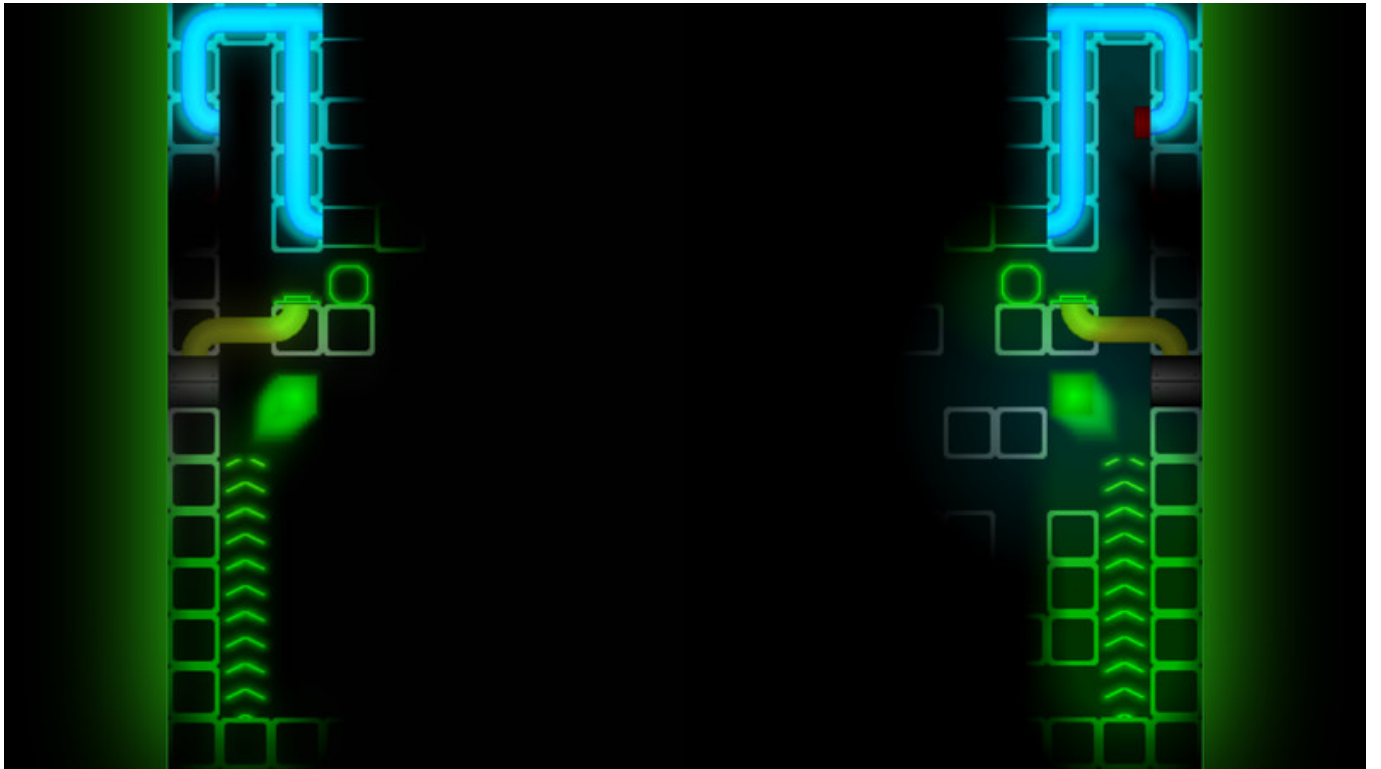
Reset

Random

Back







Very beautiful game.

Pros:

- Decent controls;
- challenging;
- cube is customizable (Love playing as BIG BOSS);
- great soundtrack.

Cons are:

- no widescreen support (yet?);
- no menumode controller support.

TL:DR

Worth money.. Nope. Tried to at least get some enjoyment out of this but all the bosses I played are awful and the levels don't tend to be much better.

The controls are really stiff and the game expects rather precise platforming out of you on a few occasions, random difficulty spikes in an otherwise kind of tame platforming game. A fair few of the levels are pretty tedious, to boot; one level I played had me going back three times through the same area to move cubes around, with basically no danger, followed up by a relatively dangerous two sections afterwards. That doesn't make a game harder, it just makes it more boring.

The bosses, though. The first one is... okay, if not a little broken. The second is basically chance, you have to jump early and pray that you get the exact angle you need, and the boss is completely random so he can dodge out of the way of a successful attack sometimes, or spend a lot of time using attacks where you can't fight back. The third, though... a loooong autoscroll that only has real danger about a minute in, and then a moment that was as far as I got where you have to press a button and then go BACKWARDS to grab a cube. At that level of failing to understand basic game design, I just up and quit. Not worth my time, nor my money.

The aesthetic is decent, though not that special, and the soundtrack is okay as well. But I was just not getting any enjoyment out of this, even for the low price tag.

EDIT: I'm persistent as heck so I went and finished the game. It doesn't get better. There's a pure trial-and-error level that you literally have to replay until you've memorized, a ton of really picky platforming bits combined with the game's awful auto-jump and touchy engine, the final boss has a huge RNG element to it, a lot of levels go on too long for their own good, a few levels have puzzles where failure means restarting after you've already gone through a platforming segment to get to the puzzles, there's overly powerful rocket launchers eventually introduced, some wonky physics stuff with the booster panels, the falling blocks are used horribly in some places, placed at the end of levels with tricky jumps where failure means a full restart... the list just goes on and on, in only 50 levels + 5 bosses there are so many poor game design choices that I just couldn't wring any enjoyment out of this whatsoever.. Good puzzle game, incredibly hard when you have someone playing that can't jump very well on multiplayer however... (Also, the effects should have a low default setting as my game was getting about 1-5fps until turned down..). Way too hard for my taste. But that doesn't really mean the game is bad. It's good, if you are looking for a totally insane and unfair challenge.. Just sat down and beat this in 4 hrs. Super fun game and the price is an absolute steal. The game is along the lines of Super meatboy and electronic super joy. With 50 levels and 5 bosses you'll find plenty of variety and challenge packed nicely here. The visuals are awesome and music is chill. Really have nothing bad to say about this game. You should just go ahead and buy this if you like platform puzzle games.. Neon cube is a great cheap and extremely fun strategy game that i would recommend to anyone looking for a challenge.. Changelling game, controls are ok, graphics are very colourful and price is cheap. Also comes with trading cards.

Worth giving it a try.

Controls are very sensitive and puzzle layout is pretty rubbish too.

Not at all what i thought the game was going to be. Puzzles are pretty boring as well and easy enough to figure out but to execute them is a different story.

10min in and got bored in half that time. This is a fun puzzle platformer game with neon graphics (As the game name suggests, duh). The controls are decent and the engine runs smoothly.

The only thing I could complain about is the level design, which is weird sometimes. But other than that, this game's fun!. It's generally a good game.

However, one of the control buttons of the game made me crazy. Every time when I attempt to jump by using W button, the character jumps two times in a row. Maybe this is a normal thing and the bug comes up where I can jump once properly in an hour. This might be the way you can reach the higher levels in game.

In all seriousness, I can't recommend this game until they fix the bug.

Believe me, jump is everthing is this game.. Very good game with nice visuals and effects.

One part I like is how the lighting fits in really well as well as the torch effect.

The number of levels in the game is pretty satisfactory, just enough to keep you busy for a while.

Workshop is very eazy to use and create own levels.

9V10. This is an absolute great indie game, EXTREMELY challenging, yet simple. I love the fact that you can customise your own charater. Haven't quite been able to play with the level editor but i exspect it will be just as good as the main campain. Final thought, Expect to rage! Highly Recommend this to anyone. Great Game. Really enjoyed playing this in co-op..

\u2665\u2665\u2665\u2665 you, \u2665\u2665\u2665\u2665 who ever came up with this idea and its beautiful execution. I hope your grandmother dies in a pit of fire surrounded but obscene neon glow.

10V10 would recommend for anyone wishing to commit ritual suicide through beating your head against the desk in frustration.. My computer cant handle this game... I have 4gb of ram,intel core I3 and windows 8.... I went into this game thinking it was a puzzle game with platform elements.

It turns out it is almost entirely a platformer, with maybe two or three puzzles ("Solve 50 unique puzzles on your way"? yeah right). Oh, and one of those puzzles uses mechanics that you aren't introduced to at all. There is no explanation of it, which leads to you having to figure out the complicated mess out on your own. Usually that's not a big deal (especially since I enjoy actual puzzles), but trial and error was made difficult by needing to pass part of the level before you can even attempt the puzzle.

The boss battles aren't very difficult, and are nice additions. Except for the lass boss, which is one of the most frustrating bosses I've ever faced. The boss is actually very easy, all you need to do is dodge some stuff. But he randomly uses a pulse, which is 99% guaranteed to push you into debris; there is also no way to tell when he's about to do it, so it's unavoidable. In other words, you just have to hope that he doesn't use it.

End rant

The first 40 levels or so of the game aren't bad. In fact, I enjoyed it. Sure, it was all platforming when I expected puzzles, but that wasn't a huge deal. It was fun.

The last 10 levels and the final boss ruin this game. There are ridiculous timing-based events and several parts that require luck, making the overall experience more frustrating than it's worth.. Still waiting for neon squared!

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