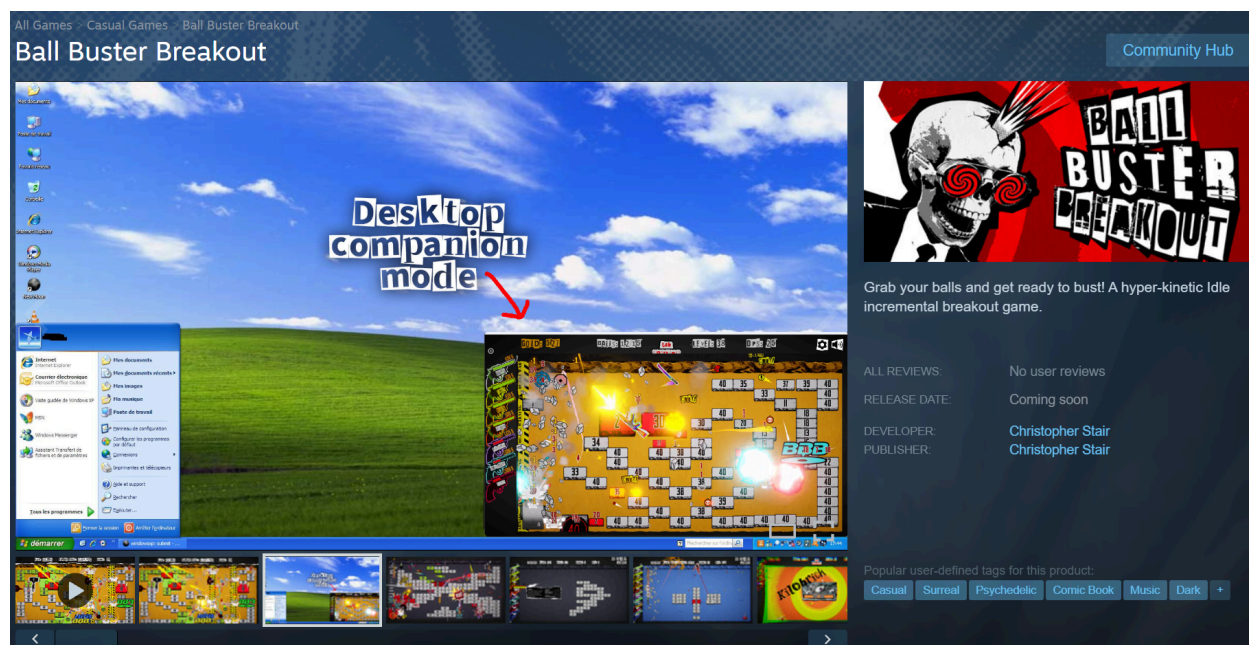




BALL BUSTER BREAKOUT

Grab your balls and get ready to bust!



Fact Sheet

Category	Information
Developer	Chris Stair

Category	Information
Release Date	TBD
Platforms	PC (Steam)
Price Point	TBD (under 10 USD)
Website	https://store.steampowered.com/app/4459830/Ball_Buster_Breakout/
Steam Page	Wishlist on Steam
Play the Demo	https://store.steampowered.com/app/4646380/Ball_Buster_Breakout_Demo/
Contact email	ballbusterblitzgame@gmail.com

Description

Ball Buster Breakout is a hyper-kinetic, chaotic **incremental idle** game that merges the classic "Breakout" formula with modern idle-clicker mechanics. Designed for maximum sensory stimulation, it features a bold, glitch-punk aesthetic inspired by Punk Zines and Persona 5 + a high-energy glitch-hop soundtrack. Players progress through an escalating cycle of brick destruction, automation, and exponential growth, shifting from manual clicking to commanding a swarm of super-powered balls.

History and background

Ball Buster Breakout is a solo side project developed by Chris Stair, director of [Bō: Path of the Teal Lotus](#). It was conceived as a small, wacky, and low-stakes

break from a multi-year, high-pressure development cycle that was Bo. It is designed as a fun, short spectacle and a little toy that can sit on the bottom of your screen as a desktop companion.

Key Features

- **Chaotic Ball Variety:** Unlock 15+ specialized balls, including the Nuke, Katana, Sniper, and Replicator.
- **Glitch-Punk Aesthetic:** High-contrast visuals with bold red-black-yellow palettes, onomatopoeia pops, and screen shake.
- **Absurd Boss Fights:** Encounter 50+ unique bosses like "Hypno-Dryer" and "The Ballistic Bat Bros" featuring time trials and special abilities..
- **Exponential Progression:** Deep upgrade trees and a prestige system designed to reward min-maxing and tactical combos.
- **ADHD-Friendly Design:** Constant visual rewards, particle bursts, and rapid feedback loops to keep players engaged.

Player Testimonials

- *"I've been waiting for a ball buster game on pc for a while... Ball Buster Breakout finally scratches that itch. I like the variation of all the different balls and the steady incremental feeling... The visuals are good, I like seeing a lot of things going on at once and the constant explosions and effects of the bricks breaking."* — Gehnavast (Steam Beta Tester)
- *"In a similar way to things like Vampire Survivors, there's this casual, yet focus dependent vibe to it that... is just a great way to keep the mind pacified when needed. The mouse/pointer element along with the sound design can be incredibly satisfying... it's got a lightweight slots vibe in terms of sound and visual gratification."* — TAYNE (Steam Beta Tester)
- *"The core gameplay loop is fun, numbers go up... Also visuals are one of the best in the genre... Stage variety definitely... because they feel very rewarding and fun. Dopamine go up"* — akosigelo (Steam Beta Tester)
- *"It's a neat idle-incremental combo game that has high energy and is generally and broadly just good fun... legitimately 'very fun'."* — orthros (Steam Beta Tester)

Assets

Trailer

NEWEST TRAILER Download: [Ball Buster Breakout Demo Trailer](#)

Youtube: https://youtu.be/1w7e0_HLUWw

Screenshots



📁 New Ball Buster Breakout Screenshots

Logo & Key Art

Game Logo: 📁 Game Logo_Ball Buster Breakout_1280px wide or 720px tall.png

Game Key Art: 📁 1080P_KeyArt_BallBusterBreakout.jpg

Social Media & Links

- Twitter/X: [@Chris_Stair](#)
- TikTok: [@ballbusterbreakoutgame](#)

- **Discord:** [Join the Community](#)
- **Linktree:** [All Links](#)