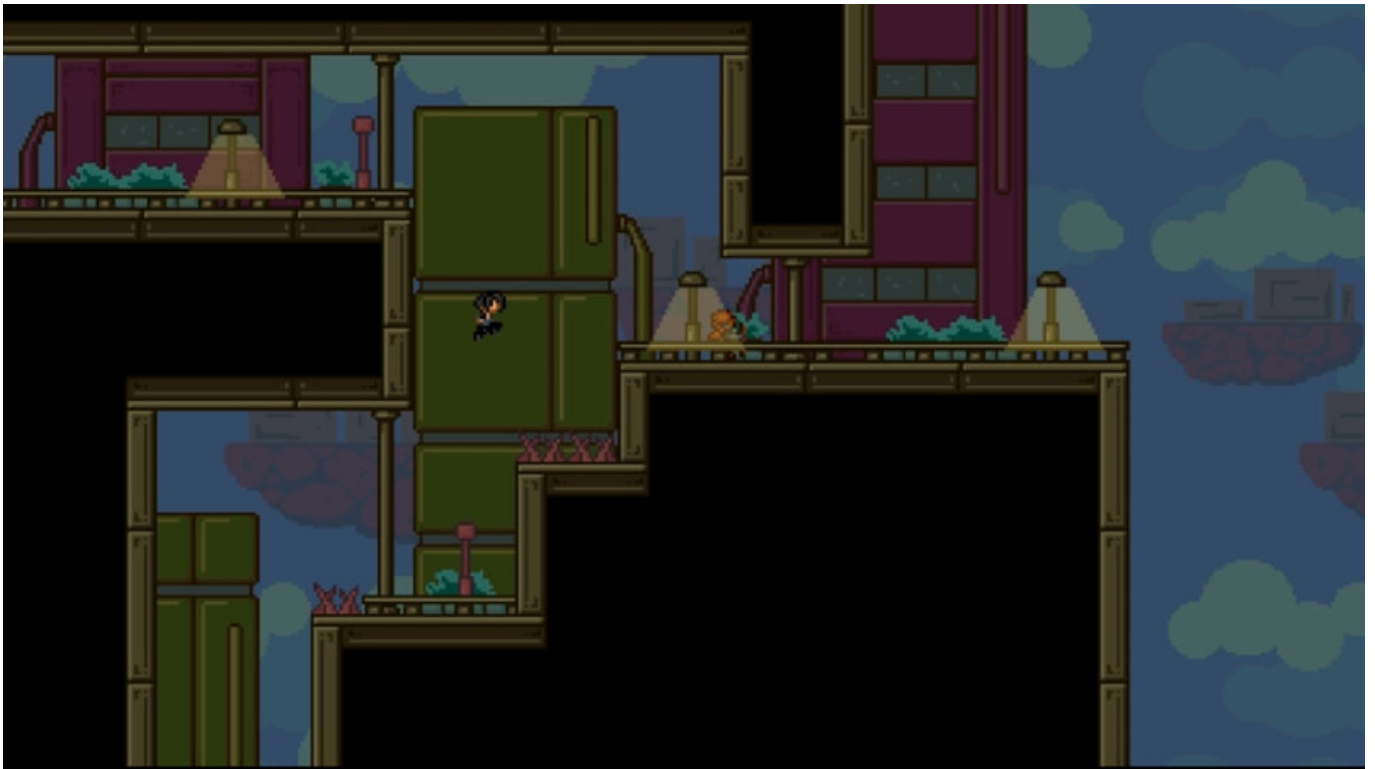


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## Ninjahtic Usb Download



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### About This Game

Ninjahtic is an action/adventure platformer with elements of puzzle-solving and stealth. While its progression is linear, the open-ended nature of every level requires exploration of an abandoned civilization located atop floating islands. Usage of the environment also plays a key role when solving puzzles and dispatching enemy robots throughout.

Features:

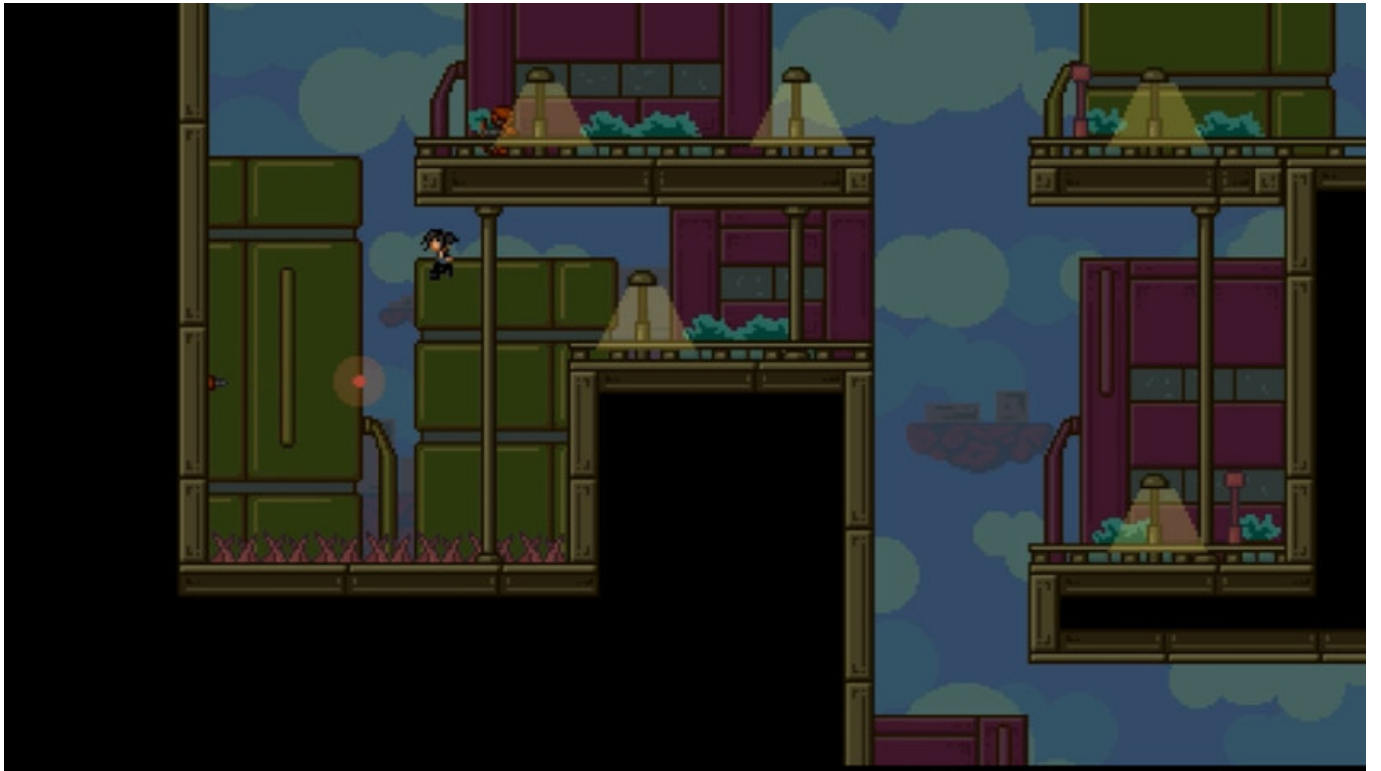
- Open-ended levels with various platforming challenges
- Skill-based puzzles and elements of stealth
- Supports Xbox 360 controllers

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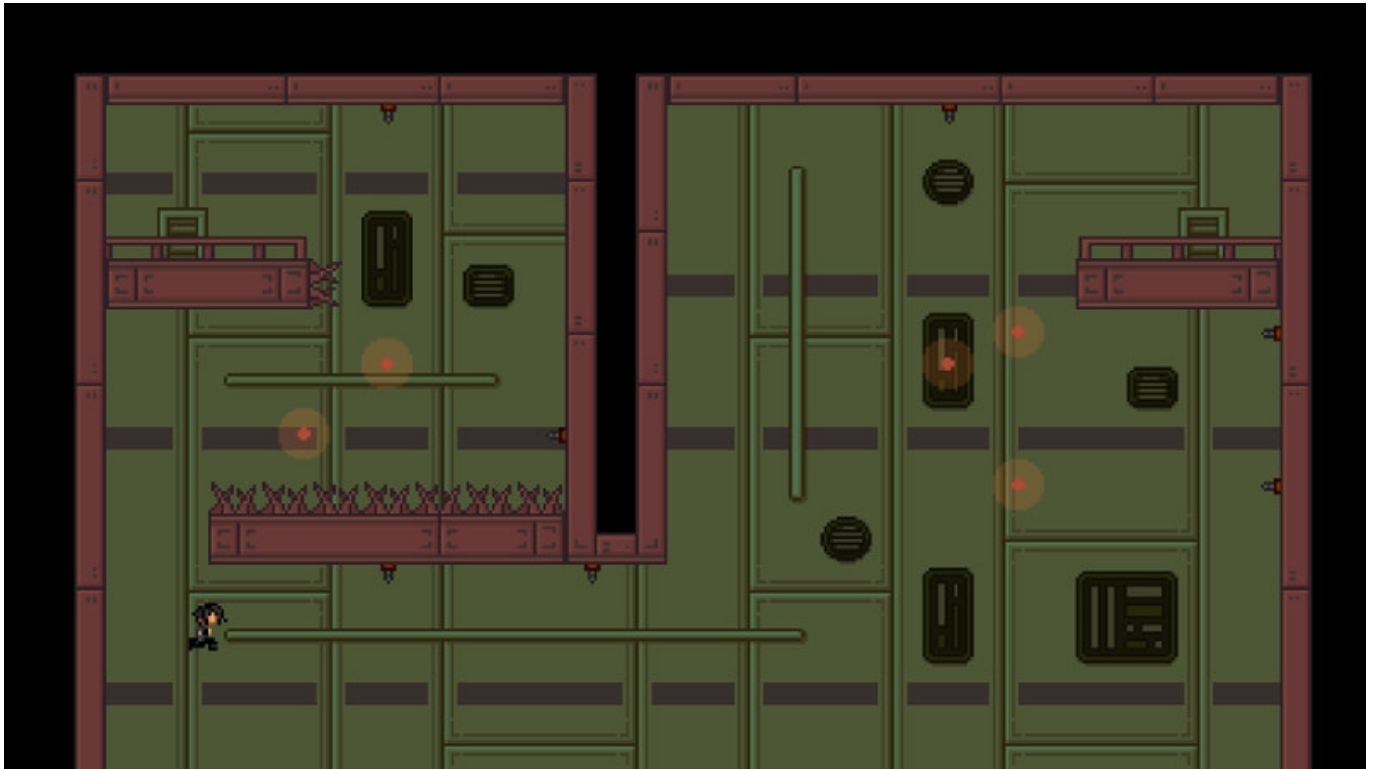
Title: Ninjahtic  
Genre: Action, Adventure, Indie  
Developer:  
Blaze Epic  
Publisher:  
Blaze Epic  
Release Date: 6 Jul, 2015

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English







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ninjahtic mind tricks. nil-ninjahtic ronin

P. fun game. Nice controls, simple yet fun mechanics. Fighting enemies can be boring, as they take multiple hits but are stunned when hit, so you're just standing there and mashing the same button until they die.

My major issue with this game is how there's no map or idea as to where you should go next. Several times I've gone in one direction, dying again and again, only to be rewarded with a door that can't be unlocked until I get the keycard from a different direction, but with five other possible directions to go, it's just a bunch of guessing. On top of that, the screens are so similar that they blend together and it can be hard to remember if the way you're going is a way you've already been.

Overall, It's worth the low price

3.5/5. A nice little platformer. Ummm thats about it. The nostalgia and decent gameplay is lost in the sea of frustration that is the broken wall-run mechanic.. Got this game super cheap but still don't enjoy it. I'm giving a good review because it is good for the price but it has some pretty glaring problems that annoy me in any game. If this is one of your first games made i say its a good start, but these are things i generally hate in any game.

1. its a jumping game and the jump mechanic is crap. Its not a hard fixed jump length but this game is constantly trying to force you to a fix amount in a given direction. its like you always have to jump atleast 6 feet to the right.

2. The wall grab/run mechanic is crap. Its like i have a magnet sometimes and then other times i'm spiderman running up the wall. also dropping off a ledge on the right wants to push you 5 feet to the left. Which is odd since i'm not jumping off said ledge.

3. You have predefined screens were everything reset each time you die. So you have a good deal of screens that you have to wait, stand still, etc until you can acctually move. Gets annoying when your dying several times on a level to not just be able to just go. nothing fun about starting over and standing still because the map is designed so i stand there. If i wanted to do that i could just hit the pause button.

4. Your non-linear map design is good but constantly being given multiple directions to go and then finding out the 2nd direction you went is still not the right direction, gets old. Maybe i'm missing something but i see no direction in which direction i should be picking.

5. The keys that open doors are not always made clear. Or maybe i'm dumb and i'm not getting it/ seeing what item is needed to open a given door. Maybe make the doors bigger and colored different instead of a barely visible image spray painted on a wall.

For the haters, not saying games to hard rather it has some generally annoying features to it.. Awesome gift I got for the holidays! SUPER-SIC-Platformer. A nice little platformer. Ummm thats about it. Over all review:

<https://www.youtube.com/watch?v=s8dK71r3XGg&t=217s>

[Oh my god! Its wall jump. screen based tomb raider!](#)

[Lol. seriously. its not tomb raider. but if you squint and try to forget that the game description calls "ninja" a guy. you could convince yourself that you're playing a tomb raider de-make. and I'm not even being disingenuous: before I read the description, i seriously thought that the main character was a woman. with the tomb raider comparisons, metroidvania ish gameplay, and character with long flowy hair.](#)

[Just to recap. we've had ronin, dag, imp/fiend and now some guy who literally goes by the name "ninja". and ninja is an archaeologist. with there being so much cross over in the world of feudal wars and ancient grave robbery. The story starts out in some ancient Mayan refuge that's been taken over by red robots and security drones, and your job is to get some treasures from the site. But after venturing around, you'll find that the treasures are actually keys for opening locked doors, and then the key hunting puzzles are on.](#)

[The metroidvania elements make a return, but ninja isn't ronin or impfiend by any means. There's no double jumps or air dashing in this game. instead the jumping is like mario meets later megaman. So theres wall jump and slide, but you can jump higher and faster if you're moving faster.](#)

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The game is still solid, and i like the art style of this one.. its another screen based wall jump platformer, but its trying to be more action adventure than wall glider simulator. Once again it is impressive, if frustrating, but i have 3 Major gripes about the game, none of which are game breaking, but something the developer might want to keep in mind at any rate.

(1) DO NOT PUT TWO SCREENS IN THE SAME AREA THAT ARE NEARLY IDENTICAL!!! Identical screens/areas back to back can be used in horror games to instill a feeling of fear or confusion (and later on, the similar room area can be used as a point of navigation), and a series of repeated screens from a long forgotten part of the game can be used to bring the character back and hint that your character is going back in order to discover some secret. BUT IN THIS GAME near the end of the last level, i kept getting turned around because 2 of the "forks in the road" looked incredibly similar, and since i had completed both dead ends on one fork, i was now neglecting the other.

Once again there's no map, but the game locks you out of completed areas and levels aren't a confusing mish mash like they were in "... pixelated fist", so it doesn't really need one, it just requires the player to think, which is actually a welcome change of pace, as long as trick identical screens dont turn you around

(2) KEY CARD FRACTALLING IS ANNOYING! I'm grateful that this is mostly left up to near the end game, once, but making a HUGE journey through the level to get other keys just so you can get another key to the main puzzle is really easy to get wrong. Done right it can feel like a quest within a quest, or a stand out in the adventure, here there's really nothing telling you that this is what you're doing and it FEELS long and arduous to do so (EVEN IF ITS NOT). SO by the end of the pathway that i was following it feels like a slap in the face as my reward is a key card to another door that gives me... a key card, either make the fractal journey a test of the some new skill that we HAVEN'T BEEN USING or make it feel special to the player in some other way like a new means of getting around or the reward can be a fun freebee level or SOMETHING. The way it's done here feels like i was just getting key cards for one other key card. AND I'M NOT TALKING ABOUT THE MID GAME WHERE THE PUZZLE IS FINDING WHAT DOOR TO GO THROUGH FIRST, that specific section is well done and its just the right length accounting for distance and "key card layers". And the night level, getting the card FOR THE DAY SECTION is in itself a good example of this, so why fractal within the night level to get keys for keys sake? ITS \u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665!

(3) DON'T CHANGE THE RULES OF THE GAME FOR THE FINAL BOSS FIGHT, the final boss can only be attacked for .5 seconds right after it attacks, and for the FIRST TIME IN THE ENTIRE GAME: GOOMBA STOMPING IT DOES 0 DAMAGE, through the game, your opponents don't have a rhythm of attack and counter, and head stomping always works. So getting used to this for a very hard to get to level was its own pain in the neck.

I would like to suggest a final cut scene where ninja is going back home with the alien tech, given the nature of the subsequent games.

Still is it good, yes, it is, but i cant help but feel that blaze epic is falling into bad habits. If all of his games had been one form or another of the first samurai jazz: that is, a top down hack and slash game like a cross between the legend of Zelda and kingsfield, i'd have been worried then too. I'm begging to think that blaze is losing faith in his ability to design new games, not only from the atmosphere of each game fluctuating between feeling immersive and feeling like a pretty background picture but seriously some of the platforming tropes and puzzles are starting to feel very familiar... and as I've played all 3 ninjatic games already, i can say (with certainty) that feeling isn't going to go away.. Maybe I'm just bad at this game, but It seems like the controls could use improvement. Left/right movement is with a/d but attack is on x, and with the spacebar needed for jumping, this leads to an incredibly awkward hand position. It's also a naturally challenging game. You can die in one hit, and enemies take multiple hits to destroy if you can't jump on them. Your character also has a little lag when you land from a jump, which takes some time to get used to and stops your momentum. I didn't get very far into the game, but I would recommend it to anyone who wants the challenge.. Very simple and casual game. Perfect for me, honestly, this could have been a flash game. It's entertaining but there's very little substance to it so it feels more like a time waster than an actual game. It'd be worth it if it was on cool math games for free or some\u2665\u2665\u2665\u2665\u2665 but not worth paying money for it.

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It's a good game. 7/10.. Great platformer.. played to the end, so it's good...but it's not great. worth it for the price, nice game to run through if you want a quick somewhat challenging retro style action platformer with adventure elements. i used to rent a couple of NES games every weekend and ploy through them - this really reminded me of that, which is cool. And this game is cheaper than a rental, which is essentially what it is - not exactly short, but not worth more than a couple days, and no replay value unless you want to speedrun the whole thing.

good albeit simple gameplay mechanics (jump/slash). the big specialty here is the parkour-style grabbing ledges, wall-jumping/sliding, and running up walls a little. despite the platforming strengths, the challenge is more timing-based - enemies and turrets that can quickly insta-kill you. luckily you have infinite lives and only have to restart whatever screen you are on (there is no scrolling in this game at all). but it seems like if the platforming was the best part, why not get more tricky with the ... platforms? there are no moving platforms.

also the presentation is very lackluster. this goes beyond NES retro. It feels like a freeware DOS game - you return instantly to the start screen after finishing the game - not even credits!

pixel art is good, and there is decent variety for the length of the game, but some areas can become quickly confusing since their screens start to get real familiar looking. the gating is done by key cards and switches - problem is there doesn't seem to be a way to know which ones you've gotten other than remembering, so you can do a lot of backtracking, and with the screen art having no distinctive visual cues, it can get a little frustrating.

pros:

- parkour platforming
- good challenge, and ramps up throughout
- pixel art
- good bang for the buck

cons:

- lackluster presentation
- gets repetitive
- confusing maps/repetitive level art
- enemies sometimes feel random, too easy for enemies to kill you in a cheap manner
- i can't see any replay value here

verdict: definitely buy this if you like pixel art, retro (simple) gameplay, challenge, and don't care much about presentation, length, or replay value. It's cheap and enjoyable, but not going to stick out as one of your favorite games.. Beated under 4hrs. A tiny little platformer, suited for anyone who wants some quick fun V challenges without getting into it too much.

Pros:

- +Tight controls
- +Good room designs, fair challenging

Cons:

- No map system, no indication for items you've already got, which makes back tracking somewhat painful (yes, there IS back tracking in this game, not much though)
- Wall running may not work sometimes. It's rather decent. You do get what you paid for. Although, the newest title in the series is definitely more polished.. Game starts up in fullscreen, no video options on menu. Just start, continue, exit.

Edit : I've since come back and spent more time with the game. I'm going to say that it's worth the 2 or so dollars it is right now, but i'm still not compelled to beat it.

Effectively the game is Knytt, but with some really janky combat and much...stickier controls.

The way the auto-wallrun / grab and ascend ledge was done feels incredibly stiff. In fact, just about everything in the game feel stiff.



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Like knytt, the game has no camera movement. You move from screen to screen, find rather unobvious keys and put them into a door to open up more paths. There's an incredible amount of backtracking throughout all the areas i've been in, and all the enemies seem to take random amounts of damage to kill. sometimes it's one kick, sometimes it's seven. I don't get how it works.

There's also this really annoying quirk, where if you're sliding down a wall and reach the bottom, he flings himself away from the wall and down. There are quite a few spikes around to kill you for this, and it just seems like a control quirk designed to be annoying.

On the whole i've seen 3 tilesets that all look very similar, maybe 2 similar floating enemies, 3 similar walking enemies, and some timed instant death hazards.

And one 'boss'. It never attacked me, and took about 20 hits to kill. It opened up the next area, full of moving turrets that shoot when you're in their line of sight.

The audio is real weak. The sound effects are, from what i can tell, all sfxr fare you've heard 1000 times before, and has no personality. The music is modern synth, with pads and such doing a very well, Knytt-like thing. None of it stands out to me, and on the whole it's pretty forgettable.

The visual design is cluttered. No one seems to have told the dev how important it is to clearly label collidable surfaces versus the background. Numerous foreground elements are colored with the exact same textures as walls you can interact with. Grabbable ledges along the background are colored exactly like walkable platforms. Enemy bullets are red, even in rooms made of red metal.

It's pretty disappointing overall, but hey, it's 2 bucks.

I'd recommend it, if you really, really like games like knytt i guess.. Love it! Easy to learn, fun to master. Only problem I had was that i ended up wanting more. So my question is. Is mind tricks a sequel?. This game is absolutely fantastic! The tight and sometimes difficult platforming can make for a very fun and rewarding experience. The music is great, it's very calming and makes the games atmosphere even better. I got this game on sale for \$0.69, that was an absolute steal. I highly recommend this game!

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