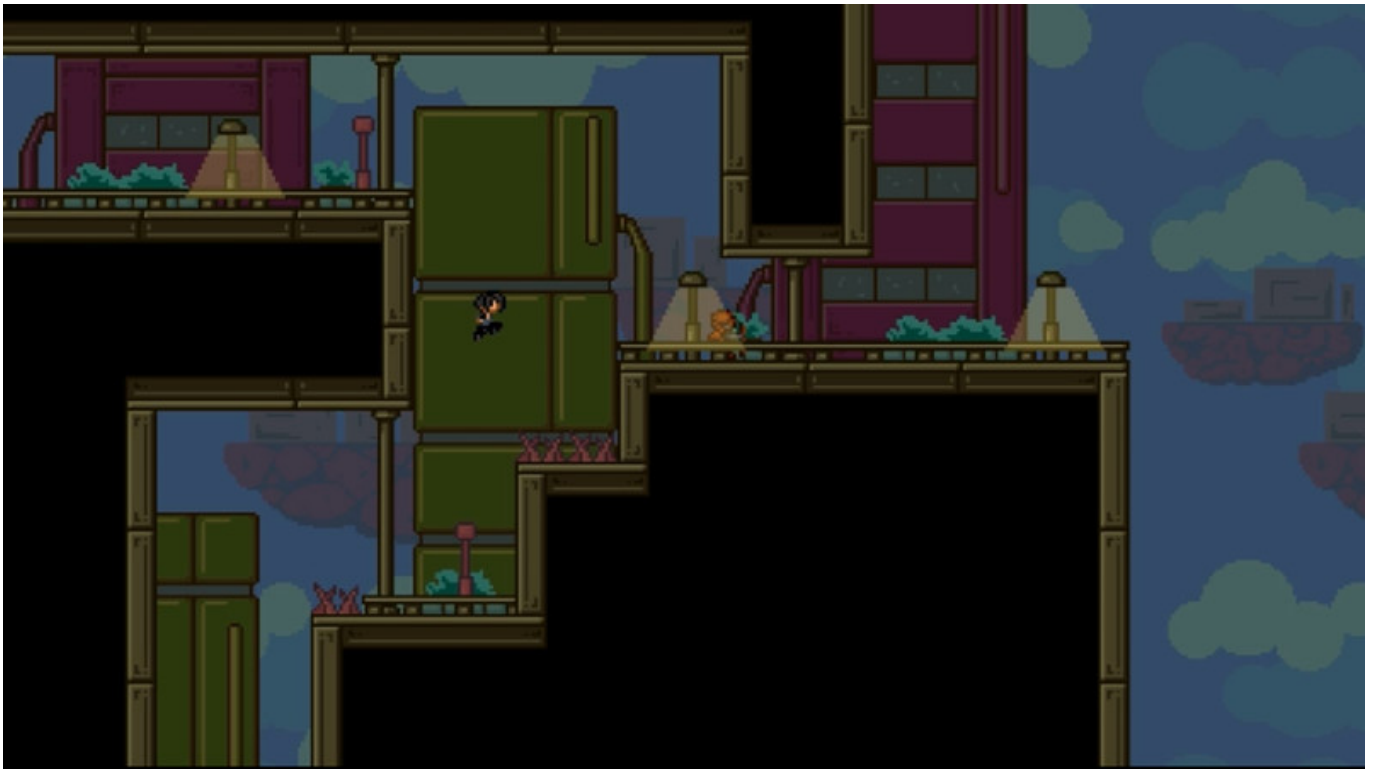


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Ninjahtic Activation.rar



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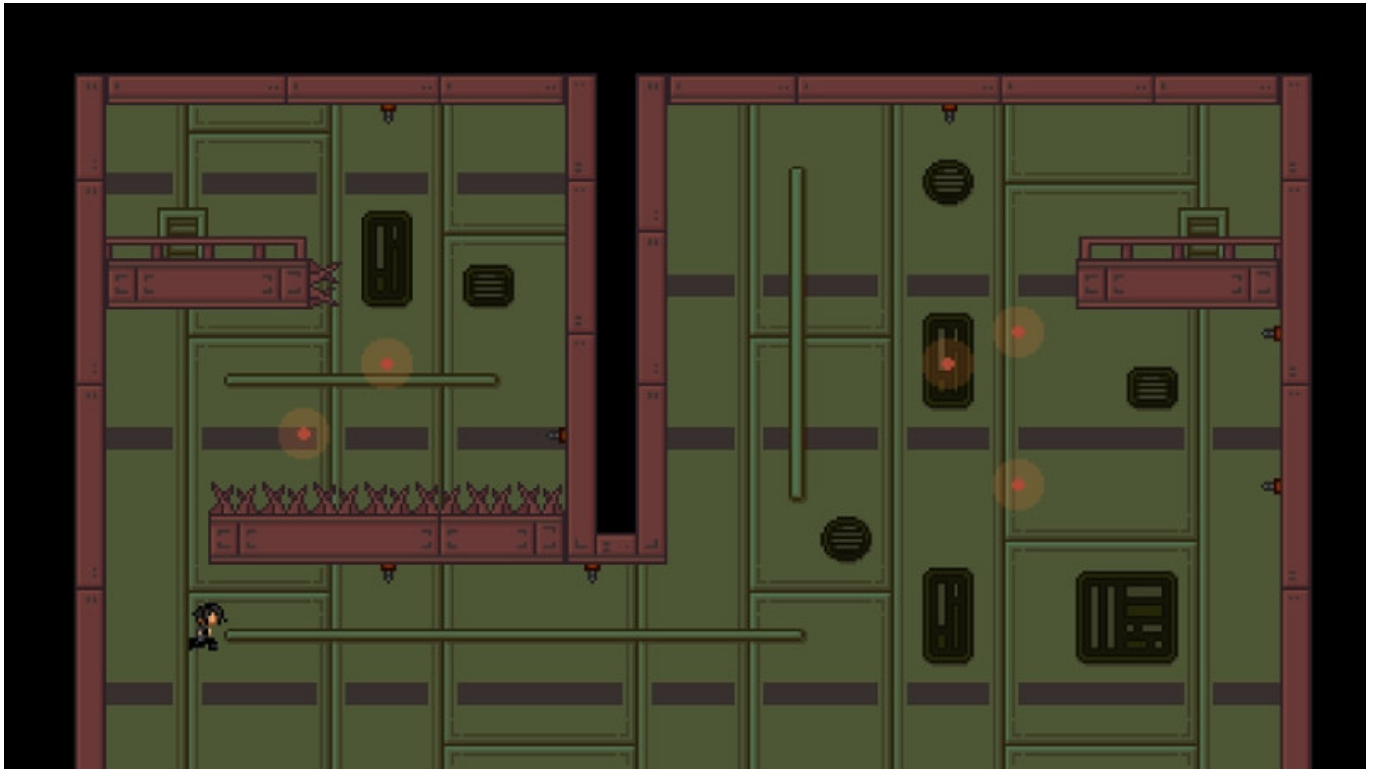
Title: Ninjahtic  
Genre: Action, Adventure, Indie  
Developer:  
Blaze Epic  
Publisher:  
Blaze Epic  
Release Date: 6 Jul, 2015

b4d347fde0

English







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ninjahtic mind tricks. nil-ninjahtic ronin

This game is quite fun, I have not played all that much of it yet, but for something rather simple, but challenging, it is great! Also, SUPPORTS XBOX 360 controllers! Bonus for me!. I payed \$0.50 on Indie Gala. Worth that much. This is a great little game, but due to the lack of a map, or any kind of pointer in any direction, it's hard to keep playing when the map starts branching.

- ++ Very tight controls
- + Good graphics
- Story is non-existent
- Terribly confusing and repetitive level design

Runs great on my Linux box via Wine.. Can't recommend this game

- poor control of wallruns and jumping edges
- too much backtracking
- floppy, uninspired design

a chore to play. 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 actually 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.. This game is very similar to many of Blaze's other games, but with a more open world style, and it takes a bit longer. The you-don't-if-you're-making-progress style of gameplay is slightly tedious because of frequent back tracking, but I like it. Although at one point there were so many split paths inside of split path that I had to write them all down on a piece of paper. The post-apocalyptic visuals were cool, and some fun bosses (except for the last one). I had to get out a key spammer for that last boss. I had a tactic where he charged and I ran back then turned around and hit him. A good enjoyable few hours.

P.S. on most of his other games I liked to play through them in about 2-3 days, but I took my time on this one (about 2 weeks) and I found it to be more fun and less frustrating.. 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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Can't recommend this game

- poor control of wallruns and jumping edges
- too much backtracking
- floppy, uninspired design

a chore to play. 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. It seems like a nice game if you like 8-bit platformers.. 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.. If you like platformers, you probably want to have this game, at least you can't go wrong at this price!

If you like retro-platformers, you will like this game.

If you like retro-platformers with a nice soundtrack, you will LOVE this game.

If you don't like platformers and you bought this game, youre an idiot.

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If you bought this game and dont like it for whatever reason you may have, you're a tard.

If you voted this game down, get cancer, drop dead and go to hell!. I love to hate this game. Solid controls mean I can only blame myself when I die. Good fun and cheap!. I would rate this game 2/5 stars because this game is extermely fun and presents an incredibly large challenge, but after defeating three worlds i lost my save (after saving on 2 FILES) causing me to go back 2 worlds



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