
Salmon Ninja Ativador Download [License]



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About This Game

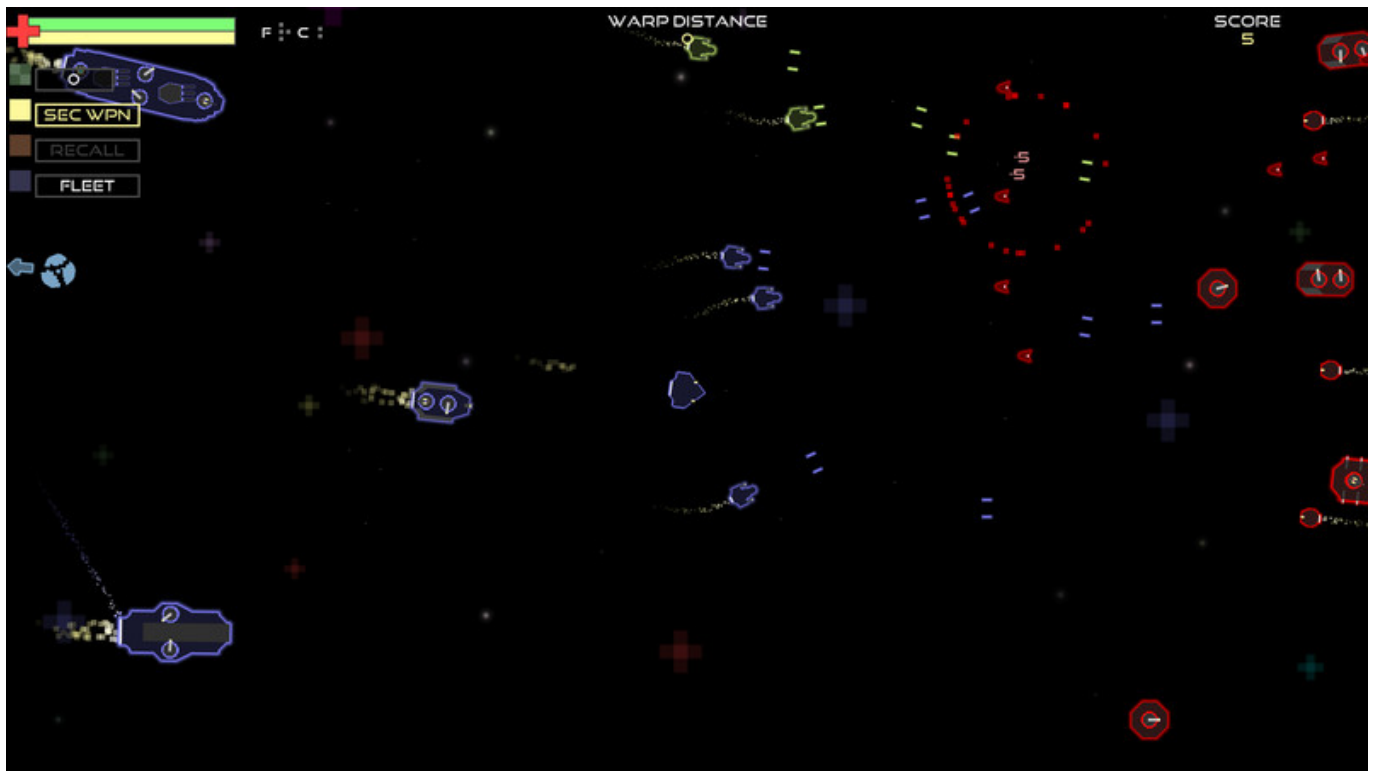
Salmon Ninja is a fast paced action platformer. With a handy grappling hook you can quickly traverse the environment by grabbing onto walls, ceilings, and even enemies. This combined with a trusty sword makes you a swift killer. You play as a tiny ninja lost in a strange and hostile world. With the help and guidance of a friendly salmon you try to make your way home.

Title: Salmon Ninja
Genre: Action, Indie
Developer:
Krax Games
Publisher:
Krax Games
Release Date: 29 Sep, 2016

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English







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SUCKS poor camera control and physics dont wate your money!. This game is quite like dropping LSD into a CRT monitor and riding a dingo across the sahara.

I don't even know if it's a video game, but it definitely stopped me from going hungry.

Elephant?. No, thank you.. wonderful! so beautiful, i'm jealous now ^^. Fast paced and stupid, though plays all right. Like a modern day ROTT more than anything else. I wouldn't (and didn't) pay more than \$1 for this.. Nepenthe is a passion project but don't let that fool you. It is also very good. If you thought RPGmaker games were just for hacks and had no real value then I would like to draw your attention to this game.

PROS

- + The music is way more than I expected for an RPGmaker game. I really liked the different sounds in the game. The music in this game is great in general.
- + I really loved the hand-drawn artwork in this game. It gives it a very different feel.
- + Very interesting combat style. Nepenthe offers a really unique but simple take on RPG combat.
- + The jokes of the game aren't for everyone but I found myself laughing on several occasions.

CONS

- The combat can take a few rounds to get used to. I found myself dying a lot.
- Movement around the map can be a bit awkward at times but you will get used to it.

Nepenthe is a really great breakthrough for Yitz. I think it shows us that he has what it takes to code and has some really great ideas. I am looking forward to what he comes up with next.. waz to simple combat system but that maybe because i would like to use tactics instead of just sending a unit one location and calling it done once it kills its main tzpe of target

Contains spoilers ~~

TL;DR - Good simplistic (controls) strategy game with some bugs (e.g. stuck after winning) to iron out. Have not tried the multiplayer yet. This is a rather well made game with bugs that makes recommending it a little difficult. Until the bugs are fixed, it's buyable to support the dev, but frustrating when played.

Mushroom Wars 2 is actually tactically fun! I bought it when it wasn't on sale after watching its gameplay online. Granted its just mushroom people walking around the map trying to conquer mushroom villages throughout the game. However, strategic use of the "God Powers" help to secure an otherwise unwinnable scenario, especially if on higher difficulty levels. There's satisfaction in watching hundreds march upon the AI opponent who had just recently oppressed your tiny little village, watching the AI go from offensive to defensive and then defeat. But beware, at the slightest mistake, the AI could turn the table around, or at least cause nuisance before the game ends. Appropriate use of the army size selector is greatly recommended.

On highest difficulty setting, it's almost impossible to win though, as if the AI predicts your every move, knows your every village-strength. They already start with greater numbers with higher-leveled villages, and sometimes with geographical advantages too. So for perfectionists trying to obtain all achievements, good luck. Mushroom Wars 2 is really a decent game with appropriately simple controls and UI.

Nevertheless, there are still quite a number of bugs that are not game-breaking, but absolutely frustrating, such as being stuck on the map after a win, not actually securing the win because it just shows the end-game of that round without proceeding back to the campaign progression map. This is especially cringeworthy after winning a map on the highest difficulty setting. Another point where one could get stuck would be after acknowledging the win, during the blackout transition back to the campaign-progression map. These are on top of getting stuck on loading screens.

If encountering any of the above except the "stuck on loading screen", it's advisable to just wait for a while. Maybe 10 minutes. But I hope the devs really consider fixing the issue.

Just found that waiting for several minutes puts me back at the campaign progression screen, but doesnt count that particular mission as successful. This has wasted quite a lot of time repeating the missions, especially those that are difficult to begin with.. Fun game.

Has potential, but not that many people playing. Hopefully that changes in the future.. Great casual game for kids of all ages.. Plus is plus. It's more of the same, and a bit extra! You wouldn't even know there was an expansion, you'd just think you found new stuff you never discovered before. Very cool!. After all the 3d programs I tried to learn this one is incredible and my favorite. It's so easy to use!. I love the anime, just bought it to get an extra story. Akko who had break the seal of "Hologorium" hidden in the basement of the library is become to be trapped in the day that it loops forever and is also attacked by the strange phenomenon of "Luna nova Seven Wonders"

Gameplay is pretty fun, explore freely in the school which is the stage of adventure, listen to stories from various people and use magic to find a clue for solution. A dungeon appears if you can unravel the splendid "Seven Wonders". You will be able to enjoy the previous story by dungeon capture. The characters in the game move like lively animation as if you are watching anime since the Visual Harmony System was adopted. The cutscene part in the game has also directly made by Trigger studio, which produced TV anime version.

so far, it's a good game

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