
Ukrainian Ninja Full Crack [portable Edition]



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About This Game

Ukrainian Ninja is a multiplayer platformer game for Windows. The Ninja shoots and slashes, using weapons sold by the trader to clear each world. Jump, scale and fight like a ninja as you battle it out with multiple enemies and bosses. The Trader has weapons to help you such as miniguns, rocket launchers, assault rifles, and even the classic ninja star. Each World ends with a special Boss fight as a final hurdle, and then there are bonus rounds at the end.

- 8 Worlds to liberate
- 24 challenge bonus rounds
- Coop / Multiplayer Support (up to 16 players if wanted)
- Dedicated Server Availability
- Gamepad support

This is our 1st game as a team, and we hope you enjoy. We have taken all complaints and improved the game with them. If you have any issues or complaints, PM one of us and we see what we can do. :)

ABOUT OUR TEAM

We are a group of friends that decided to make a game together, we have been modding for years before that for other games.

We all come from pretty much the same game, and joined up to make this game, and support the Ukraine. We decided the name of the game because ninja's are cool, and we had a couple Ukraine's in the group (At the time, they have now since been busy with their lives over the time of development, and our team has shrunk.) However we press on, and have completed our 1st game. We are a team of 4 main members, that are working our best to provided the best entertainment for price. We hope you

enjoy our game, and any questions can ask us anytime, we are really friendly :)

Title: Ukrainian Ninja
Genre: Action, Casual, Indie
Developer:
Michael Kissinger, Marco Hulden, Shaun Egan, Joshua Marks, Denys Ovsiankyov
Publisher:
Dragon Fire Games Inc
Release Date: 23 Dec, 2014

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Minimum:

OS: Windows XP

Processor: 2.0+ GHz processor

Memory: 2 GB RAM

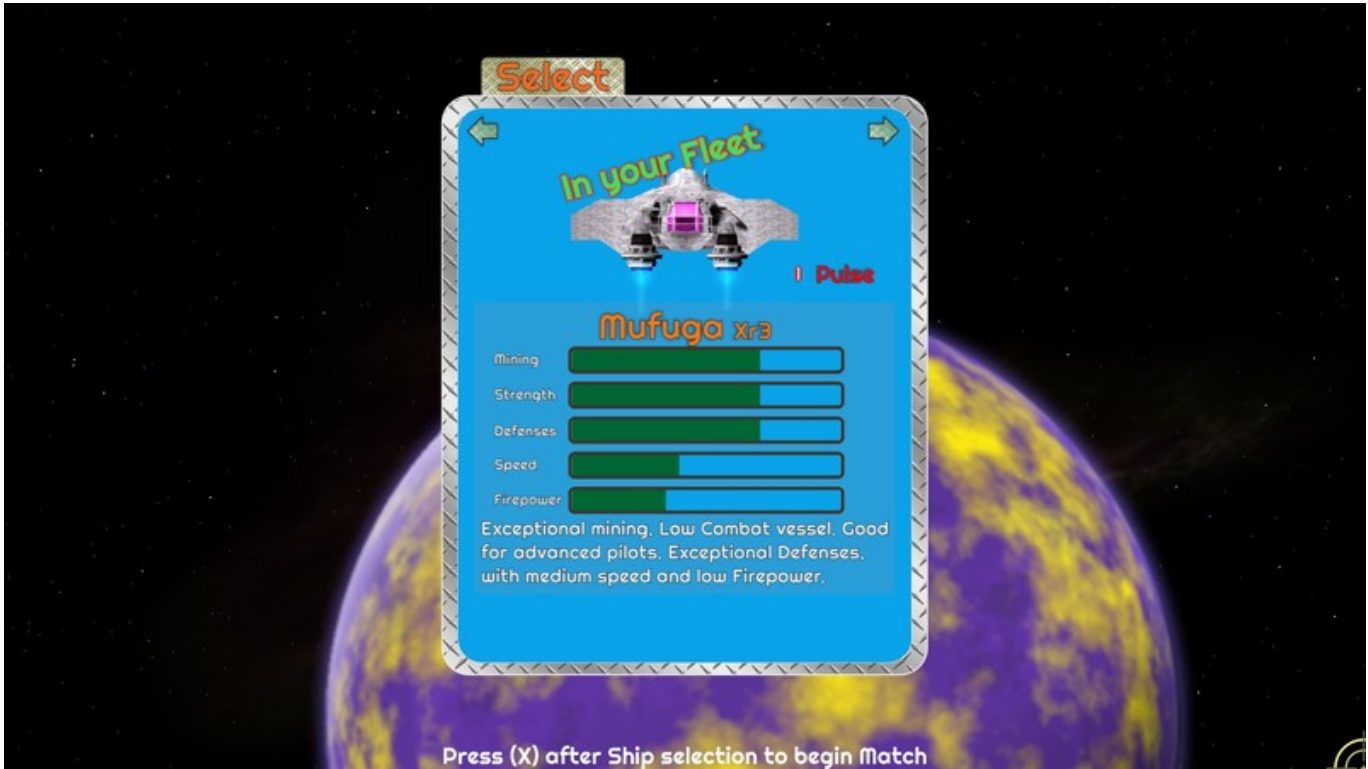
Graphics: A graphics card with shader model 3.0 support.

DirectX: Version 9.0

Storage: 2 GB available space

English, Ukrainian







Terrible, feels like its been made in macromedia flash by 2 guys who know nothing about games at all.

2V10 and thats being generous :(this was a very different game than what I'm used too but man was I impressed. Weirdly engrossing. It's got a very relaxing vibe that I can see remembering fondly down the line.. the maps including the individual leaderboards really tickle my sense of competetion.

the mechanics of the "qybe" may feel odd the first time you play it but the controls are intuitive and soon the motion of your four-cornered companion will be 2nd nature.

it has a really soothing soundtrack - probably to cool you down when you jump in to the same death spot 23 times in a row because you figured that this might be the fastest route.

it is a hard and punishing game (dependent on the map) thus it is absolutely satisfying when you beat a map and see your own name rank 1 on the leaderboard.. amazing game 10V10.

bahut vadia. chak de phate. SINGH IS KING!

Would not recommend this because that the stuff in the pack are useless:

- The lockpicking sensitivity upgrade only making the lockpicking easier and where is the fun in this ?
- The water and rope arrows can't be use a lot and they can be bought cheap inside the game.

The only reason to buy it is for the gold that isn't much (750). I'm not a huge fan of reviewing games. The simple question is why?

Everyone likes something different and we all enjoy something different.

This game looked like it had some potential and then within a little over an hour I was proven wrong.

Mindless combat over and over (and repeat that 98 more times) again. No progression until you grind for hours on the same enemies.

Sure the fact that each weapon has a skill path of its own, but honestly they should all be maxed way before you finish your first 100 arena attempt grind (to make it to the next arena).

Sorry unless you enjoy hours of doing the same thing over and over, this game wont be for you.. Looks good, but you get tired of it very fast. So it isnt worth all that money.. This was ♥♥♥♥ing hilarious.. No Yuuka Kazami, no play...

Just kidding. This game is actually really original for a 2d fighter, and it's a ton of fun IF you can find people to play it with. Even if you can't though, the story is just long enough to make the game worth playing, IMO. It's also waifu city if you're into that.

And it's worth mentioning that this game was recently updated to include an official English translation. So if not being able to read Japanese was keeping you from trying this game out, fret no longer!

Seriously Yuuka comeback when though? ;_;. its a basic beat'em'up with soooo much retro if you like their movies that you will laugh hard

some parts are a pain but overall its great. The game is simply too difficult to follow, lacking any kind of sense in the design department!

I was really hoping for this one, but since you cannot see the world map in a single window...

A waste of money and a lesson on HOW NOT design the interface for a game.. Not really a game . . . but a lot of fun.

Just play as some fuzzy space ball and wander around planetoids while sucking up flowers and catching stars . . .

A nice way to relax after a day at the office. There is no point other than to just play it. Very colorful, very upbeat and positive.. So my main gripe with this game is the voice acting/sound editing. It's not the best-written, even for a point-and-click, and could probably do with just a little bit of Thesaurus. Mostly the narrator (oh no!) and the siren herself are voiced \terribly\.

You hear the narrator most, over and over again. The siren is definitely someone's niece or daughter, because not only can she not act (why does she always sound like a high schooler pretending they're plotting something?), she sounds like she has a stuffy nose. Luckily you can skip through the dialogue pretty easily, but for the narrator you'd have to skip entire scenes of exposition. He also breaks off at random mid-sentence because of the shoddy sound editing.

Other than that, pretty standard. Fewer puzzles than the usual, maybe, and the items are very simple. The usual amount of cheesiness, but the graphics are pretty nice, the painted cinematics especially.. I love the series and the fact that you can get to know the famous players a bit more and that they had hardships as everyone else and they worked hard so they could be where they are currently.

It's inspiring.

PS: Please make one with DeadFox <3

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