
Choice Of The Ninja Download Rar File



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About This Game

Assassinate the shogun, then vanish without a trace!

In the high-stakes game of politics between two feudal lords, you are a ninja village's chosen warrior. Earn glory for your clan as you battle your enemies, becoming a master of magic, combat, and stealth.

Choice of the Ninja is an epic, 185,000 word interactive fantasy novel by Katherine Buffington, where your choices control the story. It's entirely text-based—without graphics or sound effects—and fueled by the vast, unstoppable power of your imagination.

Will you bring peace to your village, or return home in shame? Will you serve your daimyo obediently, or defy his orders for the greater good? Or will you use your powers of invisibility for personal gain? The choice is yours.

Title: Choice of the Ninja
Genre: Adventure, Indie, RPG
Developer:
Choice of Games
Publisher:
Choice of Games
Release Date: 17 Nov, 2017

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English







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Did you play "Fantavision" for PS2? The gameplay here is basically the same: connect dots of the same color and explode them before they reach the bottom of the screen.

But there are enough downsides to not enjoy AVSEQ:

You can't adjust mouse sensibility (so I suggest playing windowed and with low screen resolution), the background effects are too bright (you can't decrease the brightness or anything), the music is boring despite being "2.2300745198530623×10⁴³ possible audio permutations" (random sound effects don't make a song, you know). It would be nice being able to play with your own songs.

Some of the achievements are broken and force you to unlock them in one session (ie Steam don't keep track of some stats progress when you close the game).

SPOILER:

If you deactivate one-button mode, let the dots fill up the screen and then pause the game, you could still connect the dots and then unpaue to make them explode at the same time. Another proof of how poorly this game is programmed.. Interesting game, reminds me of old russian handheld game with similar principles, so the gameplay is familiar. No issues while playing on Rift. Controls are intuitive. Good choice if you want to try something fun and quick to learn in VR.. This is one of my favorite Nancy Drew games that I can remember playing. It's terrifying and interesting and I loved it.

Plot: Super scary stuff happens around the hotel you're staying in. I am a big baby and actually screamed at a few points. There's also some complex family drama going on that needs to be sorted out. It's very well done like most Nancy Drew games are.

Minigames: Okay, I could make bento boxes for literally days. Years, maybe. Adorable animal-shaped sandwiches in a puzzle game. Yes please. And nonograms. I did not know nonograms existed but now I am obsessed. (There is also Sudoku and another number game that is horribly difficult and I didn't last very long.) At one point, you have to write your name with a calligraphy brush. Having taken a Japanese class, let me tell you, this is already hard as heck. Trying to do it with a mouse is even worse. Survive that minigame, though, and the rest is awesome.

Puzzles: There were a few puzzles I needed to google the answers for because the game set them up strangely. Like walk around the garden a hundred times and you never see a thing, but after you know about the puzzle, click in a verrrrry specific spot and suddenly you can find new stuff. Also plenty of codes to break, timed puzzles with death looming, etc.

Exploring/Snooping: You get to shoo people from their places and investigate! It's great. This one (similar to the Waverly Academy game) has a time mechanic where you must wake up in the middle of the night to snoop around while everyone is sleeping. You get to visit different areas of Japan, play pa♥♥♥♥♥o, etc. This game gives you a lot of freedom to run around and do things, and I enjoyed that.

Characters: One thing I liked about this game from the others is that several of the characters completely shut you down when you are snooping. In some of them, they open up so easily "oh hey you completed a minor puzzle for me. Awesome. Let me tell you my entire life story." This one made you work for it. There's also a cute romantic subplot with two characters off-screen, and the handyman at the hotel is adorable and fun.

All around, this is one of the better Nancy Drew games. Definitely give it a play if you like the series. :). bought this cause one of my favorite youtubers played it and seemed to have great fun, so i bought it as well....and what a ballache it was. It just felt

soooooo clunky and sluggish and not nearly the fun its supposed to be\what it looked to be, so i refunded the game. So its good but could be better.

The main satisfaction of this game is leveling up your characters and making your lances.

On the battlefield, you don't control individual characters. Instead, you assign them outside of battle to "lances" which essentially act a single unit on the field of battle.

A lance might contain a mage, a warrior, and a healer type. And when you attack or defend, each of those characters will do their jobs. You can specialize and make an all melee lance, all ranged attack lance, etc., but I've found in general it's best to make all of them have a few melee, few ranged, and some sort of healer.

The game is very very grindy and the combat is decent. It gets a bit repetitive and is not super tactical. In fact it is extremely easy. As long as you take a bit of time to level your party on the armies scattered across each map, you will never have any trouble.

And if you enjoy this game, that is what you will do, because that's where the satisfaction comes from. Because of the plethora of characters and classes at your disposal, you basically get to level someone (often multiple units) up after each battle. And leveling them and outfitting them is the fun part of the game.

The story is not good. It's very linear. Each area has the tried and true "Are you sure you want to continue? You won't be able to come back" trope. The main characters are annoying. They talk about how God is on their side constantly. At one point one of the protagonists made everyone stop so they could say a prayer. Very early in the game you have to catch a bandit - when you meet him he explains that he is against the monarchy and just wants to give some wealth to the downtrodden people, and says you are the bad guy. And your protagonist say you aren't because God wants you to rule everyone basically. I was kind of with the bandit.

The game has a crafting system but it doesn't do a great job of steering you into using it too often. For instance, I have tons of mats for certain items (and unit summons) but don't have the recipes. And you have to find certain nodes to make the items/units, which are not always readily available. This could be streamlined a bit. There are usually ingredients you get from battles, like iron ore, but then you might also need coal, which you buy from vendors, at which point you go ok, this is getting tedious, I'll just buy all my gear.

Despite all this, YES I recommend it! The grinding and leveling and gearing up your units is very satisfying.

I hope the devs iron out and streamline some of the issues (there are some UI and QoL tweaks that would go a long way which I didn't get into - plus make the crafting system better). I doubt the story will get any better, but I can live with that.. This game is awesome, all the characters look unique and the history is very interesting.. This has become one of my primary go to experiences for introducing people to VR. These are great and everyone agrees that the Basejump, the 2nd time, is the best. (I've had a few people end up on the floor the first time through so now we are in a position to catch them the first time we put them through it :-)).. its a game i guess

If you aren't 100% certain you want this game, do not buy it. If your goal is to create roller coasters and the park aspect is secondary, go NoLimits. Despite the name, Planet Coaster is NOT about roller coasters. Sure, they are there, but they take a backseat to the creation and management of a park. If you aren't willing to spend hours upon hours working on scenery and building, you will not do well in the game. If that's your type of thing, great. Get this game. If you aren't willing to do this, expect the challenge mode (where you have limited money and have to start from the ground up) to be mercilessly difficult, even in the easy mode. The career modes will give you something to do but those can become boring over time. The sandbox will let you create whatever you want but you'll soon find that the roller coasters are the opposite of smooth thanks to some of the least caring developers I've seen. The controls are a disaster and will take you a while to learn. Working inside of terrain might just be the most painful experience I've ever had the displeasure of doing. You might see the workshop and see that as a benefit to the game. In reality, it just ends up being disappointing when you realize nearly everything requires DLC, which if you want everything will set you back an extra \$86 (adding up to \$131 dollars total, a number that will rise with future DLC).

If you are debating between this and NoLimits, please get NoLimits.. I'm having a hard time beating sector 1. I'm a Super Monkey Ball 2 speedrunner. Good♥♥♥♥♥♥. I love this game its amazing... i Enjoy the bus routes and how the bus is operated.. its a great game and awesome to have fun.. just WISHED it had more buses to drive and and more buttons to use.. overall 9/10. It's not a horrible game, but there's just no point... it feels like something that's been put together by someone who is practicing in their extremely early game development stages. There's no bugs, there's no offensively bad things, it's just pointless...

You walk up some weird, red stairs that randomly has points where you need to jump to reach the next step, as if the developer misplaced some steps but just said "Screw it, they can jump, whatever." and moved on, you reach the end... and that's it. Takes about 5 minutes.

Below I tell you what happens in the game, from start to finish.

You start in a somewhat good-looking forest area, right next to the stairs you will climb.

As you walk up the stairs the noises you hear change, from quite silent to roaring winds to echoing music till you reach the top where the music stops echoing and becomes closer as you open a door and talk to "The Master".

At this point some text appears that has no coherent sense, it clips through the sides of the house and then some more text appears where you're asked to rate the advice of The Master, raging from 1 to 5 stars, I gave him 1 star.

I promptly jumped off the mountain; plunging down to my inevitable death. I then hit the Escape button to see if the game had an in-game options menu, but instead the game closed when I pressed Escape.

I then went to write this review but discovered I needed more playtime, so I launched the game, made a cup of coffee, and now we are here.

Again, it's not a horrible game but has no point and is in the end an absolute waste of time and money unless you have 1\$ to spare and want another game with 100% achievements in.

Not recommended as the vast majority of people do not play games because they want to play it as fast as possible and get 100% achievements in it.

I guess I unique thing about this game is that each player can plant a sign with a few words on it wherever they want in the game that other players can read as they play the game.

Reading other players signs is what I spent about half of my playtime on.

Also the VHS\grain filter is horrible, the game actually has a pretty interesting options menu that appears before you start the game, why you don't have the option to turn the filter off is beyond me.

The store page says it has partial-controller support.

If partial-controller support means you're able to walk forward but not able to turn the camera, then I guess it's true?. So relaxing. A scenario-based variant of the usual monster-catching RPG formula. There's a pretty nice variety of creatures, each with their own personality. Balance-wise some of these creatures are clearly stronger (or weaker) than others but it never gets out of hand as every creature has a type (or two), which comes with its own set of strength and weaknesses.

I really like how they gave each creature a set of 3 achievements; it adds a lot of replayability to the game and encourage you to try out different teams. There's plenty of random events to keep you on your toes and I found most of the game's dialogue to be enjoyable.

It scratched my monster-catching itch and it made me fall into that "Just one more game" loop.

It also has a hardcode-mode. :L...

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