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Mini Ninjas Download Key Serial Number



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## About This Game

Mini Ninjas is a game that combines furious action with stealth and exploration for an experience that appeals to a wide audience across age groups and preferences. It's an action-adventure with a strong focus on allowing the player freedom to explore the world and has the depth to allow for very varied gameplay and approaches to getting through the game.

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Title: Mini Ninjas  
Genre: Action, Adventure  
Developer:  
IO Interactive  
Publisher:  
Square Enix  
Release Date: 14 Sep, 2009

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**Minimum:**

**OS:** Windows XP and Vista

**Processor:** PIV/Athlon 3.2ghz or higher processor

**Memory:** 512MB system RAM (1GB Vista)

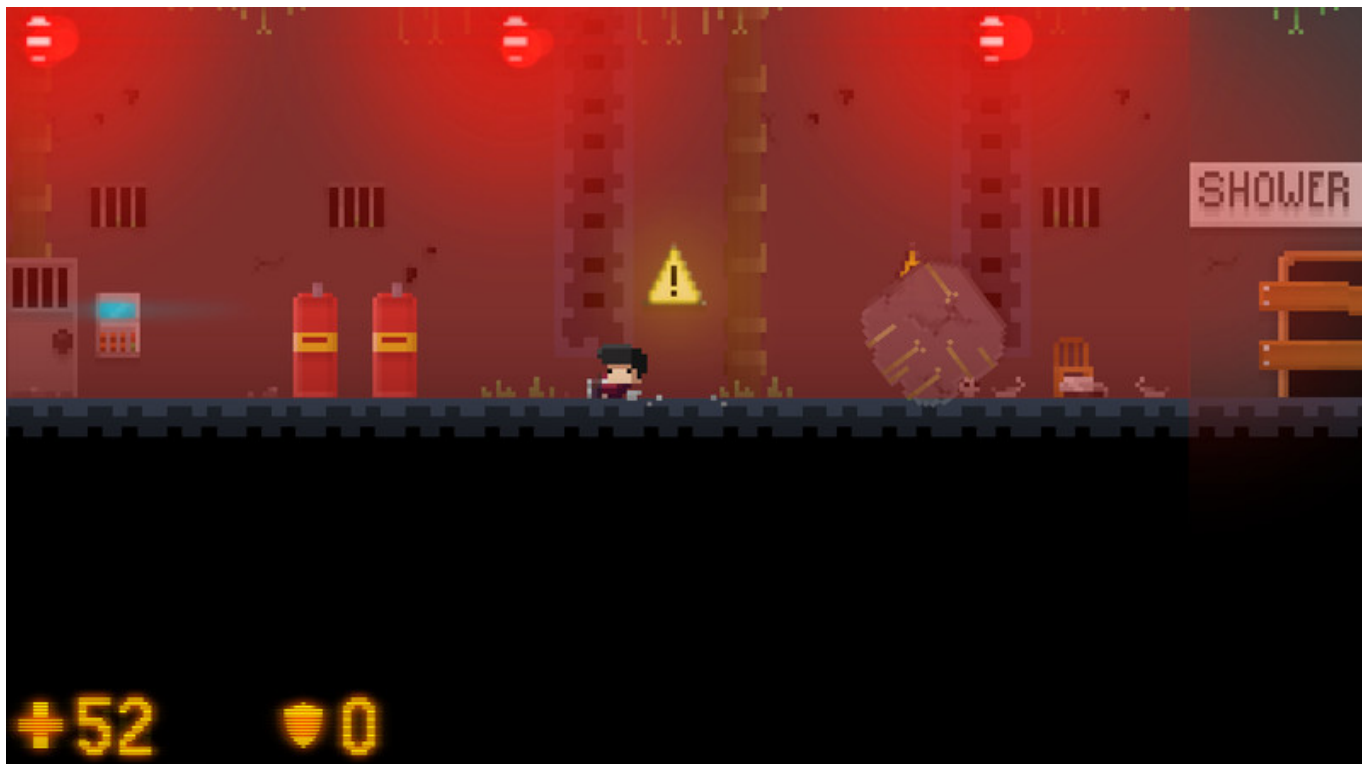
**Graphics:** ATI Radeon X1300 or higher / Nvidia Geforce 6600 or higher (shader model 3 required) graphics card

**Hard Drive:** 5.85GB free space

**Sound:** DirectX 9 compatible sound card

English,French,German,Italian





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DARK MOON



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Apparently I bought a game that was never patched and hates usb keyboards and mice.

You actually can't have any USB Keyboard or mouse plugged in while playing this game, or you suffer micro stutters every few seconds. What a wonderful port.... better still have a PS\2 Keyboard and mouse interface or USB switch that can quickly shut off your keyboard\mouse. Havn't had a fun time with it so far fighting this microstutter issue and the fix is innane, but it does work. Least the game has no issues with 4k.

I can't recommend this with the microstutter issue apparenly never even looked into as it seems to be as old as when as it was put on steam. Thats pretty shameful.. This adventure game is cute, to say the least. It is a very adorable action game that has a nice little plot that offers an occasional chuckle. The scenery is very lovely and the gameplay is simple yet engaging enough to keep you quite entertained. I really enjoyed this very much as for the kawaii little treat that it was.. well, me and my niece really loved to play together. so 10/10 , kids 6-11 y.o. and childish adult will love it. LOL!

gameplay and story very simple, yet beautifully scripted for kids.. This is a cute little game about small ninjas fighting to defeat a great evil samurai warlord. It has nice aesthetics and an interesting method of gameplay. Will you succeed in stopping the threat and freeing the world?. Set against the soft, lush backdrop of an imaginary Japanese wilderness, *Mini Ninjas* succeeds on the back of its level design, which consists largely of wide, open expanses joined not only by the path the game sets for you, but also by a myriad of hidden passages, all hiding their own little secrets. *Mini Ninjas* does the thing *Assassin's Creed* pretends to do, where you can choose stealth or a head-on approach, except unlike *Assassin's Creed*, the stealthy approach to *Mini Ninjas* generally consists of sticking to tall grass and staying away from patrols of the samurai who serve as antagonists rather than sneaking about and killing them one by one. Sneaking around the edges of an area means you'll usually stumble upon a stream which you can quickly ride past your enemies, or maybe a hidden cave where you'll find a magical shrine to give you a new power. Technically speaking it's a linear experience, but the levels are open-ended enough to create a sense of exploration without exhausting players with the massive, empty spaces of a big-budget sandbox.

As the young ninja-in-training Hiro, you set out from your idyllic home in the mountains to defeat Ashida - an evil magician and warlord who transforms forest animals into samurai grunts for his army. Throughout the game you pick up other members of Hiro's ninja clan, each with their own special abilities. Hiro is the only character who can use magic spells, whilst the hammer-wielding Futo is great for crowd-control in combat and the archer Shun can get the drop on enemies. Some characters are more useful than others. For instance, Tora's special ability allows him to run very fast across wide open spaces, which is useful almost exclusively in the area where he is initially unlocked. Similarly, Kunoichi's spear is like a worse version of Futo's hammer and Suzume uses music from her flute to temporarily disable groups of enemies, which would be great if it weren't for the fact that the time it takes for the flute's animation to kick in and start doing it's thing is - in most cases - longer than the time it would take to win the fight using a stronger character. The levels are divided loosely into segments; the game starts with a set of levels in an expansive forest, followed by a riverlands area (in which Hiro's large hat can be adorably used as a boat) and a mountainous, snowy zone towards the end. At the end of each segment is a large castle, which you are free to break into as you choose and make your way to the boss. These castles are often the best levels in *Mini Ninjas*, with strings of lamps offering a stealthy route over the courtyards full of samurai, whose numbers make for challenging fights if you choose to face them in a head-on confrontation. Each castle has it's own gimmick, with the 'night' castle coming to mind as an example of some of the game's best level design, with towers and passageways making for a wide open playground coupled with some impressive visuals as you traverse a massive chasm via an enemy-laden bridge or row your hat-boat through the castle's various moats. Other shining example of *Mini Ninjas* superior level design is the introductory level to the 'riverlands' segment. Set in expansive rice fields flooded by the samurai, there's a memorable hidden temple tucked away in a partially-submerged bamboo forest with stalks of bamboo extending into a canopy of leaves that obscures the sky. It's little moments like these - sitting on the water and fishing or sneaking through the reeds on the shores of a river filled with lanterns - that create a sense that this world exists

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outside the boundaries of the game's levels.

Despite 'ninja' being in the title, *Mini Ninjas* isn't a game about stealth killing enemies. In fact, the surprise attack that you can perform while in stealth alerts nearby enemies immediately, instigating combat, and demanding an almost purist approach to the game - if you want to kill somebody, you have to fight, and if it's stealth you want, you can't be sneakily killing enemies. It's refreshing to see a game not afraid to actually lock you into an approach; it's great to be able to choose either sneaking or brawling, but 99% of the time you'll just use stealth and then switch to an all-out approach once you ♥♥♥♥ that up. *Mini Ninjas* has no room for swapping out your play style - you have to decide right at the beginning of an encounter whether it's fight or flight that you'll be opting for, which is a uniquely prohibitive style of gameplay that surprisingly works out in the game's favour thanks to its' provision of tools effective for either approach. If you *really* want to play it stealthy, use a magic spell to transform into a rabbit and walk right past enemies without arousing suspicion. If it's combat you're after, there are different types of bombs and destructive spells available for easier killings, all purchasable from your friendly neighbourhood bird man. Unfortunately, most of these combat upgrades aren't at all necessary - combat isn't the most challenging affair, which is to be expected from a game so obviously geared towards younger audiences. Even on the highest difficulty and in spite of a super slow block button that never blocks anything, most fights are pretty easy even without the use of magic and bombs. A lot of the combat that you'll be engaging in is either with groups of samurai patrolling along roads or in arenas where you have no choice but to fight. These arenas are the most genuinely challenging fights in *Mini Ninjas*, as the game will often throw several enemy types at you at once, like archers with exploding arrows, a ghost that resurrects dead enemies and a huge, lumbering giant that can only be killed by Futo. *Mini Ninjas* doesn't often throw enough people at you to create a real challenge, but when it does it becomes a tense brawl of tiny, clinking swords and bombs that go 'pop' as you juggle the arrows flying at you, samurai chasing you down with swords and the giant with the club that ponderously stomps towards you through the whole thing. The big fights are a testament to one of *Mini Ninjas*' two strongest aspects - the calm, quiet tranquillity of the game's wide open levels and the frenzy that is its combat. At its core, though, what makes *Mini Ninjas* feel so much more real and satisfying than other sandbox stealth action titles is the dedication to keeping its wide, open levels distinctly separate from one another over a huge, empty open world to explore. This is why *Mini Ninjas* feels like a real, genuine world that can be explored while retaining the straightforward, easy-to-follow linearity of a traditionally structured action-adventure.. Hitman 2 minus blood. Mini Ninjas é um jogo de ninja que me fez perder varias horas jogando.

O jogo não possui muitos graficos, mas surpreende na jogabilidade.

Além de vários personagens para se jogar.

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Doesn't come with sound:(. A strange little game. It is cartoony and fun, but has a really great and very satisfying, if not a bit simple, combat system. It is childish and simplistic, but has a great story and fun jokes both for adult and young. It is very linear, but also rather open. With many side passages and a lot of things to do. From alchemy, to collectibles, to just floating around in your hat and fishing.

It has great music. Great voice acting. Great visuals. And it is fun to play. Definitely a must try.. It's fun, relaxing and with simple fight and some combos. Just not deserve the full price, this game was made 9 years ago. I still like it.. my childhood game

Feels good for that. Runs well on less-than-dominating hardware, graphics are on par for 2009 which is still decently playable a decade later. I hadn't heard of this when it was new, but picked it up during the winter sale, and in the first hour it so far hasn't disappointed. It's not super violent or gory (you beat enemies until they turn into forest animals, like a Sonic game). Great game for the kids; my 7 and 11 year olds both enjoy playing this (although some of the bosses are a bit tough for the 7yo).

**Sound:** I notice a few reviews indicate that sound doesn't work; I originally had no issues with sound on one PC (Dell Precision 6600 with Windows 7); sound is enabled by default and just worked. Then I tried the game on a Dell Precision 6800, also Win7, and the sound was not working. Fortunately, there is a guide in the Steam community which links to the fix. You install the thing and then sound will work. I would link to it, but the person who posted the guide also uploaded the file for download, so just go and thank them for their effort while you're there.

**Controls:** I only used keyboard/touchpad so far, which is passable. This works well with the Steam controller. Not a whole lot to say beyond that. It's not a walking simulator, although the quests do send you long distances to collect a thing and take it to a place... OG Sekiro, pretty gud.. You can't get lost as there is only one path, so that's boring in that sense; only in the fact that it's fairly repetitive...

For this kind of game, the lifespan is quite good, slightly less than 10h in normal game, not 100% nor difficult.

I did not like the game to the point where I can spend 2h or more on it at once...Again, it's quite repetitive and with only one path to follow...But it's a good game anyway and I recommend it to people that like this kind of game, or just to have some break between RPGs, FPSs, etc...like I do ;)



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