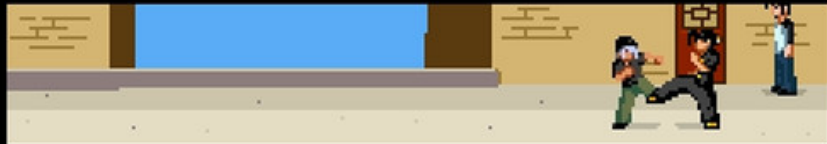


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## The Way Of The Pixelated Fist Torrent Download [Password]



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### About This Game

The Way of the Pixelated Fist is a parkour and martial arts inspired free-roaming cinematic platformer. While it blends together the gameplay concepts of The Prince of Persia and Karateka, they are presented with refined controls and other modern innovations to give the game an intuitive and fluid feel.

Players play as Dag in this successor to Jump/Boxer as he looks to complete the trials within the 36 Chambers scattered throughout a village hidden within a city's rooftops. The trials within the Chambers vary from each set, ranging from puzzle-solving to beat-em-up and stealth mechanics. Along the way, there will be many rival martial artists to beat in friendly sparring matches, martial arts masters to challenge, and a variety of platforming challenges throughout the hidden village.

#### Features:

- Parkour-inspired platforming mechanics with tight and fluid controls
- Fighting game mechanics with an intuitive control-scheme designed to work within a side-scrolling platformer
- Complete the trials within the 36 Chambers consisting of puzzle-solving, beat-em-up, action and stealth-platforming challenges
- Defeat the Grand Masters hidden throughout the village, performing varied platforming challenges along the way during

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Dag's quest

- Supports Xbox 360 Controller

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Title: The Way of the Pixelated Fist

Genre: Action, Adventure, Indie

Developer:

Blaze Epic

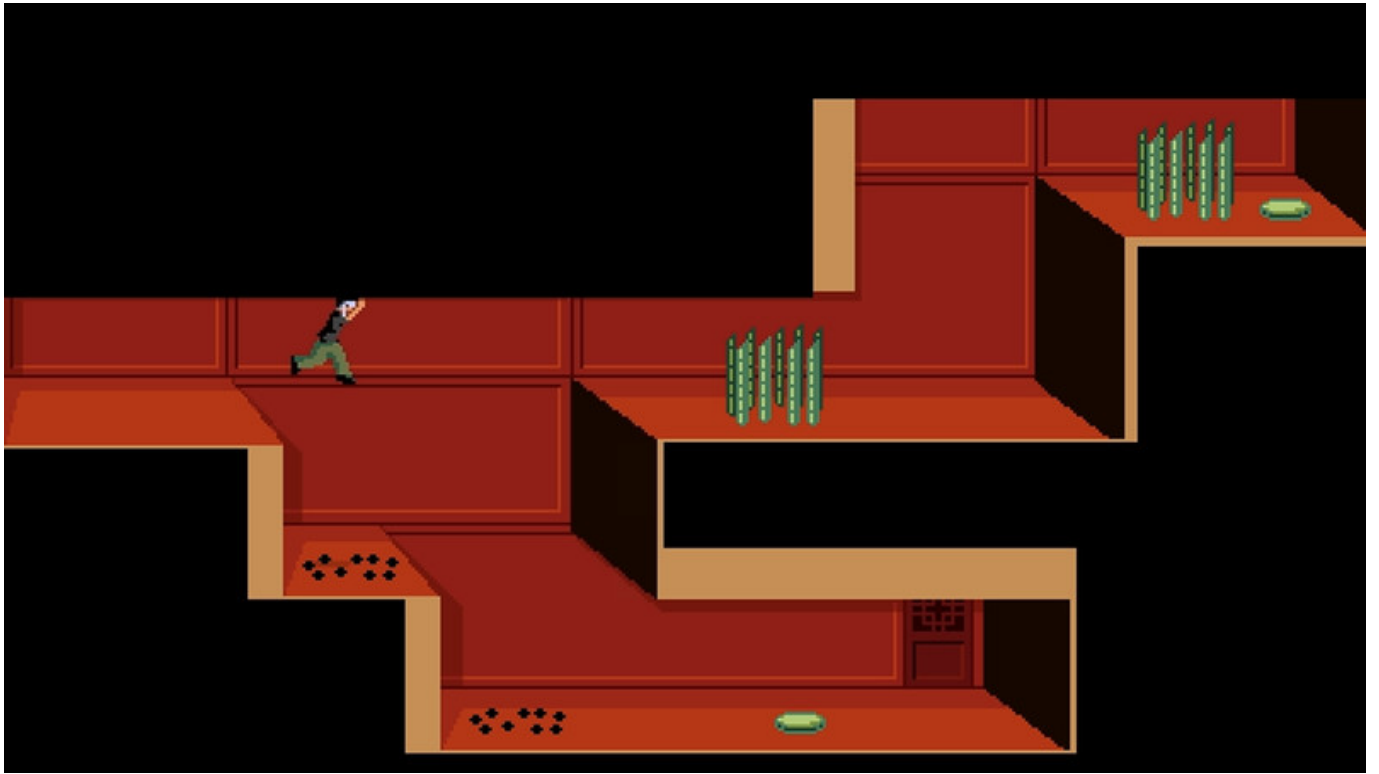
Publisher:

Blaze Epic

Release Date: 27 Apr, 2015

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English







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Fun little game. Most of the negative reviews were based on a earlier, bugged version of the game. The previous problems have since been hammered out.

If you're a fan of 8-bit style beat-em up games mixed with a dash of platformer (a really unique type of platformer that is almost parkour like), you'll enjoy Way of the Pixelated Fist.. First, the nice things: the game has vision and I really really like where it's going. Music and visuals feel good, and I am happy to have paid a couple of quid for it.

The problem is: it has bugs: I got stuck into walls and sometimes the camera crops the wrong part of the screen (headless enemies). None of these are really bad, however the game could have been received better if those had been fixed before release.

What I would recommend to the dev is to mark it as "early access" until those issues are fixed. Meanwhile I will leave the game there and try it again in a week or so to see if the issues have been addressed.

I really like the game idea and I think there is potential to expand on it. I'd recommend to buy it anyway if you like the vibe as it costs less than a coffee.. Has great gameplay with a slightly broken fighting system if you just spam down kick you can beat any of the basic enemies with 10 hits. The music is great for setting the right mood, although I would like a different theme for the bosses. The only problems I have with the game are that it never explains wall running (more like a jump really), and the backgrounds, while charming, get repetitive.

I got lost, user error though, so don't let that stop you from buying this great 2-3 hour game.. This game is a lot of fun and looks nice. Imagine if Kung-Fu (Thomas-X) for the nes was an open world parkour platformer. It's like that.. This game has potential but I can't recommend it until all of the obvious bugs are fixed.

The player frequently gets stuck on walls and stuff, then you have to restart the stage (back button on 360 controller).

This happened to me a dozen times in the 5 minutes that I played.

I quit after I jumped and flew into the sky.

FIXED and I'm loving it.

Combat is decent. Reminds me of Kung Fu on the NES, but without jumping. It's fun to wail on people and I've even gotten my\u2665\u2665\u2665\u2665\u2665handed to me once so far.

The parkour platforming is fun and controls well. It's kind of like the original Prince of Persia but more fluid. Some of the obstacles feel like Super Meat Boy in that I died many many times before getting the rhythm down.

The sound effects and music are appropriate and enjoyable.. I enjoyed this game. I love the blend of platforming and beat em up elements. There are times when it felt like the platforming bits weren't responding such as jumping off a wall to reach the next platform, but overall it is what it is. I also thought the letterbox style gameplay window in the beginning was creative. Overall, I would recommend it to those wanting go at your own pace type platformer. If your looking for speed or need the button precision to be spot on, you might want to watch some gameplay footage to decide. But really, for the price you can't go wrong.. There is potential here, and the developer clearly had a vision for the game. Unfortunately, "cinematics" and "platformer" don't seem to be a good couple. Half the time you can't see where you're going or what you're jumping to next. There is incredibly limited UI and half the time you're wondering what button does what or if a ledge is even grab-able. Trust me, it sucks when you think you've jumped in the right place, only to fall to the city streets below. Plus, your character seems to get stuck... all... the... time. In just a 10 minute play through, I probably got stuck 4 times. Generally, to escape this invisible prison, you have to fall to your death. Thankfully, the game is relatively fast paced and checkpoints are frequent so you don't have to restart all the way at the beginning.

<https://www.youtube.com/watch?v=oQZcHGYVBTM>

In closing, I want to recommend this game because I feel like the lone wolf who built this game actually put time and effort thinking it would pay off in the end. Even then, the incredibly modest 1.49 supports that point. Unfortunately, this isn't very fun and I can't objectively recommend it. However, it wouldn't be a bad idea to support the dev anyway... who knows, he may decide to make a platformer without blackboxing that covers 80% of the screen.

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I don't have comments for this game, it have some bugs.. When you think of parkour games, you probably think of mirror's edge, a game based on speed of completion. This game, is way more focussed on precision: you character require's room to jump, change direction, he has some weight to him. I appreciate that, a lot. At the beginning it feels kinda jenky, but is pretty tight, which is my jam.

What's also my jam is that while the controls are really simple, the combination of what you do and the way you do it gets really complex. You gotta calculate well when to jump, memorize and apply the timming of your punches and kicks, and again, after a while, it's second nature.

And the combat is really cool. Imagine if the first double dragon was more slow and thoughtfull. It's really fun testing stun timings, moves' range and dash speed to make killer combos.

But it's not all a love affair: the open world of this game is confusing, with lots of buildings that look the same you get easily lost; which is odd, the shapes of the buildings are what tells you what parkour habilities you can use, colours don't affect it: buildings could have different windows, colours and posters to differenciate then. Also, considering that there's a some impossible space going on (or so does it feel), it's weird that the world can't be a straight line with one or two valleys.

And the killing flaw is really problematic: the doors that leads to the chambers (challenge levels required to beat the game) some times simply don't open. Is it a bug? I thought it was either a previous chamber that I didn't complete or a npc I've missed, but one the doors, just one, told me I haven't complete the previous chamber; why didn't that message popped in the other doors?

I really liked what I've played so far, but to continue is a risk: either I find out what was wrong with the doors and keep having fun, or I don't, and get increasily frustated, and start to hate this "to be game" that I've loved. So, if you like the concept and have the money, try out a small simple idea for two hours and then leave it, thinking "that was a good while it lasted, gonna keep an eye out for this developer's next game".

Which is what I'm doing.. Well the "throw you in the middle of a large open world" aspect is a bit scary, once you understand the game it's a lot of fun. I expected it to take a lot longer than it did as i beat it in under 2 hours. Blaze Epic makes a lot of short games so not really surprising. Anyway its original and its fun. Definitely reccommend. (The combat is a bit too easy though). This game is awesome and worth a shot.

The controls are good.

The animation is fine.

The difficulty is balanced.

The price is cheap.

The fun is guaranteed.

A retro-classic-look-like game which i find myself enjoying till the end.

You can check this video too:

[https://www.youtube.com/watch?v=C4ecuw1Ekp0&list=PL1yqWiFvAHOuwQNzdERQUNc-ZVtcfvW5Z\\_](https://www.youtube.com/watch?v=C4ecuw1Ekp0&list=PL1yqWiFvAHOuwQNzdERQUNc-ZVtcfvW5Z_)

<https://www.youtube.com/watch?v=uIO8F6cbhNw>

[\u002665\u002665\u002665\u002665 this game. COMBAT JUST KEEPS GETTING WORSE](#)

[I've played it for over 7 hours and I've come up with tree good things to say about it, the movement system is the perfect balance of realism and platforming, even interacting with other vertical walls and "third" walls. The animations are so much better, actually fluid and yet quick at the same time, the soundtrack is really a step up too... 3 things that are nice when the game is about platforming... so to the rest of it](#)

[remember the first games where fighting was very simple, but actually fun? remember the last game where combat was pretty much do anything to the red guys, keep the blue guys at a distance, and mash and mash and mash against the ones that looked like underground fight club Rambo? well now its even worse.](#)

[i dont know how this dev does it, WITH EACH GAME THE COMBAT JUST KEEPS GETTING WORSE. he struck gold with the combat in the first one: punchy, easy to use hard to master, every enemy had a different style and move set to take them down.](#)



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then the second one where blocking was decided by a random generator, but you could still fight or fly over their heads

third game was bad, and had the fighting style listed above, but hey, it still had a blocking button!!!

with this game, the key-board and the controller comands are \u2665\u2665\u2665\u2665ed AND THERE'S NO WAY TO CHANGE THEM (also a downgrade from jump Boxer).

with every game movement changes, and in the latest two COMBAT IS MANDATORY, the first one was a joy to fight in, second was less fighting and you could actually avoid entire groups of enemies, and hey in the last one did i mention the blocking function; i know it was half way functional!!!

let me tell you what this game is: its a nut shot simulator. no way to block or avoid it, you can run away all you want but sooner or later the enemies will pin your sorry\u2665\u2665\u2665\u2665\u2665down, with no blocking function, and blitz you into the pavement, then it really turned into nut-shot-sim when i found out that the farthest reaching move in the game was the standard kick and i started mashing more acorns than an august bound produce salesman!

im completely serious! it looks and feels like a kick in the balls any time that you are fighting.

the last straw came when i got lost, yes that's right in this balls to the wall, ball slapping, ball-APA!-loose-ah didn't even give me a hint.

and you need those hints to get into the now HIDDEN and partially LOCKED challenge courses.

see i seem to remember friendly NPC's in these games that would strike up conversations and tell you where to go or plot stuff... "well, those were in earlier games"...DAMN RIGHT THEY WERE IN EARLIER GAMES!!!! AND THIS CONSTANT DOWNGRADE IN QUALITY WAS FINE AS LONG AS A SENSE OF ACHIEVEMENT WAS AT STAKE! in every game from this developer so far there has been the perfect balance of stuff to make me want to keep going, the game play, the movement system, and the visuals and the mood played off of each-other in the past, but no, not here: the insanely crap combat and confusing map design and stripping away key features DESTROYS the presence of the better qualities of this game

which leads me to the plot:

game 1- master's dead and them supernatural gangsters are trying to kill you

game 2- you mysteriously come back to life and get these epic platforming skills

game 3- your a free runner in china and start halucinating that ancient chinese martial artists are trying to kill you

this game- your part of some weird martial arts gang that is now testing all the free runners on the roofs with mortal kombat style arena fighting and platforming challenges, beat bosses and stuff to get hints once, thats right, one single hint which is actually easy to skip because of all the button mashing you need to do in order to survive!

no, don't have the bosses repeat directions, this isn't like a majorly confusing repetitive pain in the crotch, or anything...

not to mention 1 boss that i fought (and managed to not skip his dialogue) said "the door above me is now unlocked"... IT \u2665\u2665\u2665\u2665ING WHAT!? there aren't any doors next to this guy! and there is no path leading directly up a few stories either, after mapping it out, my confusion was only strengthened by the fact that there are FOUR DOORS AROUND HIM!

1 IS PRACTICALLY TO THE EAST and the rout to get there ISN'T really UPWARD

and 3 are so far UP across the map, you might as well have put a door directly above the boss arena JUST TO SAVE TIME!!! AND THERE WAS ANOTHER BOSS ARENA THAT IN FACT DID HAVE THAT ARRANGEMENT!

so the dialogue is either in the wrong place, or this level design of one door to the east and all the others being too far away and too hard/tedious to get to is \u2665\u2665\u2665\u2665ING \u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665!!!

if you as the developer do end up seeing this: do you know how to make games like this better

\_(1) a map, or some system of navigating, samurai jazz was sprawling and complex, but anyone with half a brain could navigate it because it made sense, and was plotted (seemingly like real architecture), shin samurai jazz and jump boxer got away with janky architecture because puzzles and key hunting was usually confined to one area or a hub of some kind

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(2) a block function that actually works. in the last two games, the block function doesn't even partially work for "off hits" and the characters have no split second wind up... this would be bad enough, but most of the enemy fight moves require you to press either up or down with the block button to work. i can understand up for high kicks and down for sweeps and grappling but all kicks require down and all punches require you to press up!?! well at least the special moves don't require an up or down modifier, but if there's not at least 2 or three frames of "telegraphing" for each attack, then the directional modifier is useless and this one is unfair and sadistic... se nut shot simulator quote above

(3)friendly NPC's and defeated bosses that repeat what they say... maybe some vending NPC's selling drinks or T-shirts...

(4) make some real fighting controls. done

as for the players: if you want to know how to succeed then here are the final tips: (1) draw a map (or go to the guide section for this game and look at mine). get on microsoft paint and draw a \u2665\u2665\u2665\u2665ing map of screen shots, even if the geometry makes no sense. (2) record all boss fights, the combat is mash heavy, and the IMMEDIATE text dumps are not a good way to communicate information THAT YOU CAN NEVER ACCESS AGAIN.

I finally beat this wanna-be free roaming mortal kombat in 2d, but only after 5 hours of playing while i was mapping it out. after an hour of the 3 previous games i was hooked. this beautifully animated mess just felt like another kick in the balls! every time i got lost or saw more than 1 enemy on the screen: WHAM! WHAM! WHAM! WHAM! WHAM!

WAS THAT CLEAR AT ALL? GOOD!

... i know im about a year or two too late, but how did you release this game in this state?

i'm just going to spoil it here THE ENDING SUCKS!!!

the gang of free running MK enthusiasts put you in challenge courses and they test you with strange alien teleporter drones, and in the last locked zone: they boss rush you and are so impressed with your fighting they say you can join the club, then everyone goes out for dinner... the ending wasn't even worth it...

it feels like blaze was going for some kind of mortal kombat mythologies thing... and the ending wasn't even a real good mind \u2665\u2665\u2665\u2665. after that boss rush, i was expecting it to turn out that you were joining some alien street gang or it was all really a means of recruiting informants for the CIA or something.

sorry blaze... your product still needs a lot of work. funny how the smaller in scope, simple in design, and attention in detail world of jazz is still a better waste of time than this one... but still samurai Jazz, shin...jazz, and jump boxer were good in their own ways. here's hoping for the next one.... Played for 3 minutes, encountered a gamebreaking bug, restarted, played for 3 minutes, bugged out again. Don't buy this pls!. Yeah it's like one of those games you play when you have no internet and you have lots of time to repeat levels. Better than Super Meat Boy TBH.

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