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About This Game

Did you watch those stick figure flash videos of the 2000's? Are you a fan of Newgrounds, Xiao Xiao, or Stick Death? If so, Ballistick is right up your alley. An homage to this generation of flash videos, Ballistick offers compelling 2D combat combined with tactical gameplay and hyper-realistic gun mechanics.

- Infiltrate enemy strongholds
 - Massacre enemies with ten different weapons/gadgets
 - Stealth or guns blazing, you decide
 - Live the animations that you loved as a kid
 - Intensely realistic gore and gun mechanics
 - Manually add shells to your shotgun, drop the clip out of your M4, or toggle your safety
- Relive the glory days of flash stick animation and kill some stick figures while you're at it.

Title: Ballistick
Genre: Action, Indie
Developer:
Bomb Shelter Games
Publisher:
Bomb Shelter Games
Release Date: 14 Oct, 2016

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Minimum:

OS: Windows XP/Vista/7/8/10

Processor: INTEL Core 2 Duo 2.8 GHz

Memory: 2 GB RAM

Graphics: On board graphics card

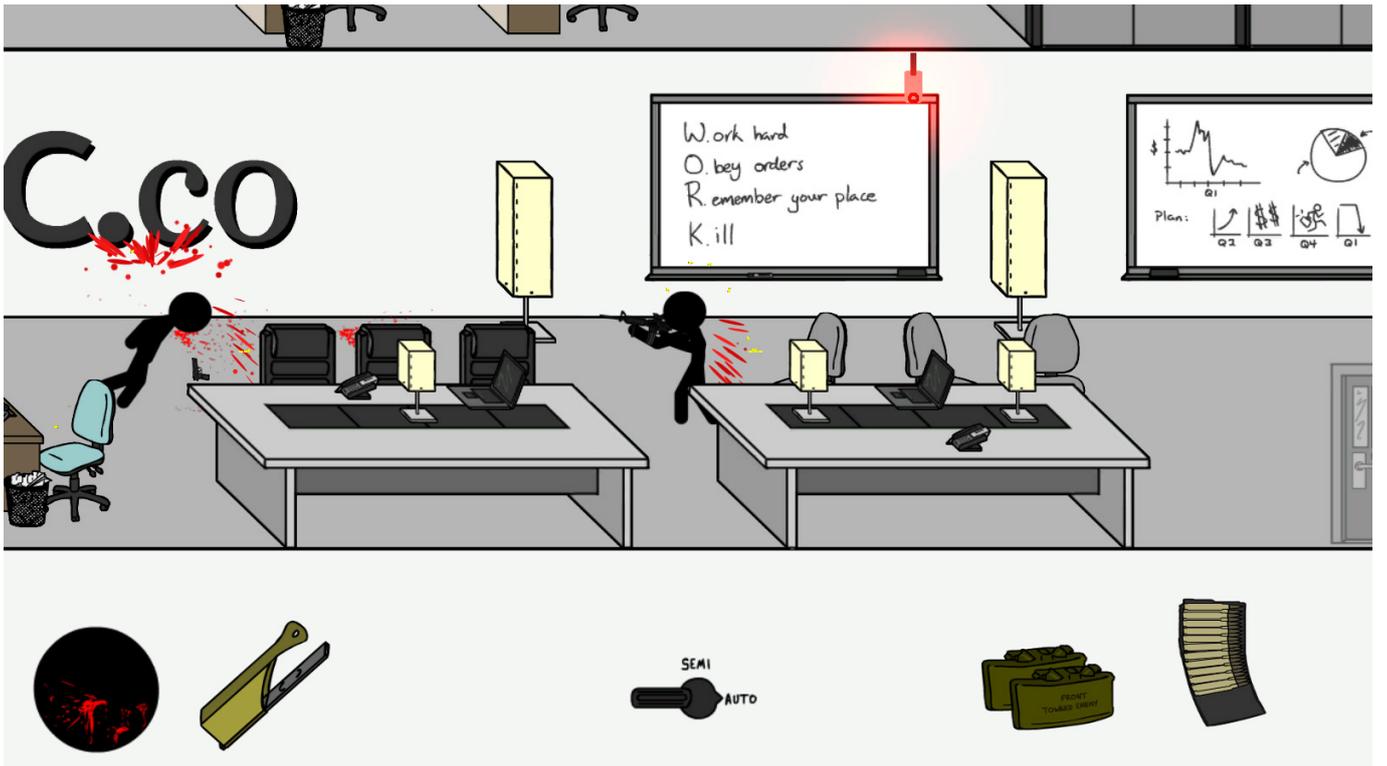
DirectX: Version 9.0c

Storage: 1 GB available space

Additional Notes: Only Xbox and Steam controllers fully supported.

English







The loading screen greets you with

"Better with an Xbox Controller"

Which is lucky, because I use an xbox controller and can't complete the tutorial at entirely random points due to the controller not working.

Better than what, exactly?. terrible, doesnt even tell you the controls in a good way and no options to turn down the way too loud volume or any other options and does not feel good to even play ugh. It's an OK game. Not my cup of tea, though.. Not worth its price tag. Deinstalled it after the after playing the second level.

From my admittedly short experience with the game I can say that it has a completely unnecessary tutorial and you get punished for random actions.

First I got through the overloaded and badly written tutorial that introduces you to ALL THE CONTROLS. After that I had to find out that the tutorial was just the copy-pasted first half of the first mission. But at least this time there were no annoying pop-up walls of text. And the second half was even somewhat enjoyable.

But I quit the game on the second level where walking into the first door resets the level for no apparent reason.

It's a waste of time, when there are actually good games out there.. Ballistick clearly hearkens back to the days of Newgrounds flash stick-men games. Whether intentional or not it fits right in. In fact in a clever manner, one of their levels is entitled "New Ground" even. Thus making this seem intentionally designed as an ode that that time and genre of games.

Now with that in mind, I found the controls (X360 controller) to be awkward, and not described well. UI elements such as special items wouldn't indicate when/where they could be used, often resulting in confusion. Certain items like the door scanner wouldn't work after a couple of uses either. This created a bit of a clunky user experience.

I'd like to see the weapon swap animations tuned to be at least 200% faster and responsive. Clearly the action is, but the animation lags far behind. There's no need for this mechanic to be that slow.

The game could have promise, but for my time played, it feels flat, and unpolished. Much akin to dozens, if not hundreds of those Newgrounds games we all played once upon a time.. Very good game, but short (3.5 hrs) thus the low price. Nice simplified graphics with a focus on fun gameplay. Its akin to Gunpoint or Deadbolt but lots of differences too. You have infiltration missions that use stealth, grates to hide, covert close kills. Choose between a silencer, machine gun, explosives, gadgets (security cameras (equipment to disable) and can take cover behind objects to shoot/hide. You pick how you want to enter the facility as well, so has replay value and a bit fairly tactical.

It is difficult too, on stealth missions if you are spotted by a camera - you start the level over, but the levels are not that long so it works well. I hope they add more missions, seems to be about 10. Probably can get 6 hours of out it as is.

9/10 based on price.. absolute god-awful controls, terrible, clunky movement and stupid AI, then when you exit, the game has the audacity to insult you. Literally AIDS.

0/10. Don't ever buy this trash. If someone gifted it to you, unfriend them.. Seems like something from newgrounds. Simplistic with numerous graphical glitches and imprecise controls.

Only good at a big discount.. Stick figures were shaping my gaming skill back in early days, when I was new to this thing called 'Internet', and on many, many, many sites I used to play a lot of games with similar theme.

Stick figures are sort of lost art in this day and age, because they are only stick figures - nothing more, nothing less; nothing fancy about them, nothing shiny - what you see you will get ... plus some weapons, with blood as cherry on top.

Ballistick is nothing special. Doesn't break any conventions. Doesn't innovate. Doesn't do nothing more and nothing less as you would expect.

And isn't that, all we want from stick figures?

Kill some time, have fun for a little bit, appreciate the essence and aesthetics of these figures; and after few hours of playing just move on to something else.

You can find joy in here, you can find anxiousness from controls here, you can loose all your interest in this game; but if you pick up this game on sale, there is simply no room for regrets in my eyes.
Even though *Ballistick* is highly mediocre, being mid tier game is always better then being some random excrement as many of games are in recent time here on Steam.

So, yeah, this game is fantaSTICK.

Grade: C. This game is a well made game, that is inspired by the old days of the internet's popular sites like Newgrounds and it sets it well like it's really an old flash game. The controls for the game is good on keyboard and 360 controller. There is also a good set up of having a "complex reload" and a "simple reload" The story is good and has a good twist.

Breath of fresh air in the shoot 'em up category. I would consider this game is a puzzle shooter, kind of like Portal meets GTA meets a Super Mario side scroller. I particularly like the gun mechanics, which take a while to get used to but add a level of realism lost on modern games. It also harkens back to the days of the NES and SNES... if you die, you start over. there is not autosave every 5 seconds, so prepare to run levels over and over until you get it right!. I am a fan of Stickman ever since i have played the popular Stick War made by Crazy Jay and i think for fans of the Stickman Universe would be glad if you buy this game. The controls are awkward at best, no option to turn the insanely loud music down or rebind the keys. Nice concept, but in practise, don't buy it.. Got it in the freedom bundle. It's basically a flash game that is no longer relevant in this day and age. Nostalgia can only take you so far. The best thing about it is the fact you can complete the game in under an hour. Gameplay feels like a chore and controls are clunky and frustrating. There's a story but you won't pay any attention to it. There's a fair few bugs, but nothing completely game breaking. Enemy AI is really basic. They'll walk right by you when you're using cover, and keep ignoring you while you shoot them in the back. I 100%ed the game pretty quickly so can't say it has much/any replay value. I'd say most of my gametime was just letting the game idle for the steam cards.

So in closing, it's basically vanilla ice cream made from super low fat skim milk powder. Sure it's basically edible and whatnot, but you'll spend more time questioning why you bought it in the first place as you choke down the terrible taste it leaves. There is clearly worse shovelware sold on steam than this game though, so I'll give the devs credit for at least putting something together that is playable. Unless you get it on super cheap special and can farm the cards for a profit, you're not missing anything.

I've played it, so you don't have to.. Seems like it would be fun if it wouldn't randomly stop working with my controller within the first 5 minutes of play.. Fun little game.

The gameplay is 10x slower compared to the video and it sucks especially when you repeat the mission.

It needs a settings menu and better 21:9 monitor support.

4.5/10 . Bad controls, no settings, too slow paced for a stick figure game.. Good game.

You can get all achievements.

And you can get trading cards too.

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