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About This Game

BlackSmith HIT – Hit the iron when it is hot! And show who is the real blacksmith!

Sarcasm mode on :-)

BlackSmith HIT is exclusive and interesting arcade game, which proffers ultra realistic hammering experience that features stunning graphics, amazing animations and simple intuitive controls. Hammer the gold iron, toss away the cold ones and earn amazing rewards by unlocking new levels.

BlackSmith HIT is promised to render dynamic strength of character in you and guarantees you tremendous satisfaction, only if you are up for it. If you've what it takes to be a real blacksmith, your hammer awaits you, grab it and smash 'em up hammer man. All the earnest players who have the passion and zeal to compete, BlackSmith HIT has it all stored for you. Brand your name among the best blacksmiths in the world.

As tempting as it sounds already, the game is reasonably simple. All you've to do is HIT and CATCH! HIT HARD AND PLAY SMART! Your priority is to keep the anvil at the highest temperature. Well of course there's a catch. To optimized the right level of temperature toss the gray iron bars over your shoulder with the pliers in your hand.

Win maximum number of real gold horseshoe and accomplish as many as strokes you can. Your progress will embark a world full of possibilities for the blacksmith. With every pre-defined sets of challenges you complete a new and bewildering blacksmith character is unlocked. You have to unlock 13 surprisingly creative characters and 13 scenes tailored to them. Your every move is important, and it is followed by a certain reaction.

Features of the game:

- multiplayer mode only on Steam (for 4 Players!)
 - be the best blacksmith in the world
- experience the astonishing graphics, amazing animations and splendid soundtrack
 - choose from 13 awesome characters and tailored scenes
 - earn gold horseshoes and you decide how to spend it
 - try the addictive and intuitive gameplay
 - gain bonus score in the HIT&HIT
 - compete with others and check out your score on the global results

What are you waiting for? Suit up; let out the THOR inside you grab your hammer because you know you're worthy of it and
HIT LIKE A BLACKSMITH!

Title: BlackSmith HIT
Genre: Action, Casual, Indie
Developer:
ENTERi
Publisher:
Forever Entertainment S. A.
Release Date: 5 Aug, 2016

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English



TWO-WAY LTD.

ASH OF WAR™





Here is an idea, pick up a physics book and read some of those equations in it. Go for an advanced driving course and see what happens when certain things get done to a car. Not saying this is a game that aims for realism, but starting a race 20 times or more in a row is getting really old now... and dont think changing your car will help with these things.

The opponents tap a small corner of a car -> you end up in a flat spin and cant do about it. You hit an obstacle slightly wrong, you wont deflect, you will spin out. I dunno seems strange to me.

Fun arcade game when you get the correct track settings after restarting the race 20 times.

this now all the enemies shoot at you 400m before the finish line and you encounter some random bump on the road when you are upside down that knocks you from first to 9th. Respawn point place you at the back of the group cause you flew off into the distance since the forced respawn is implemented like at times.. Its pretty great to have a 3 perm characters and free perma skins, plus I got this for 75% off, great deal btw!. Such a fantastic, open-ended game. You can make a swarm of little ships, build space miners, build dry docks, put thrusters on your planets, etc.

Diplomacy is a bit wonky, and if you don't spam a bunch of ships as soon as you meet the other empires, they will declare war on you. But aside from that, it's pretty interesting to explore and populate new star systems.. I have to admit, Im not enjoying this game. I loved the first game. This one misses the magic. The music is annoying and repetitive. the songs go from sounding like Old 8 bit NES music to sounding like a rejected Mass Effect sound track...

maybe Im just getting old.. It's working fine.

You have to strictly follow the Android help page by YoYoGames to succeed in using this. It's easy, but a long process. For those who arent able to log in using Steam, delink your steam account with GMS2. I had my GMS2 Desktop delinked from Steam earlier, so I can use the Android sdk fine.. I Bought Zoo Tycoon Instead!

Very well done and constantly updated/evolving twin-stick shooter.

It's a game where you'll not get much help from within the game but for sure in the community. The reason I say this is there are lots of pickups that you get and save from run to run that come into play throughout the run and also equipping your 3 raiders.

It's a bit hard at the start to put this together if you don't know anything [I picked this up day -1] but once you get used to those and understand how they work; you can tweak your raider with skills and items, both initial setup as well round to round.

I've really gotten to like this and it's a shame that it doesn't log time while offline :(I have way more hours in offline mode as my kids talk to their friends on the account.

It's a great time, it has progression and it's a shmup so what's not to like?. There is a lot left to be desired with this game.

Movement is sluggish, bulky. Even when using the left shift to sprint, there's very little noticeable movement change. Likewise, there's some bug errors having to do with the mouse, and opening multiple menus.

If examining an item, one can open the map or the quit to main screen menu, and this seems to confuse and bug out the cursor. The game itself is very slow on the pickup and thirty minutes in, left me wondering if I would be slowly, sluggishly, finding my way out of this odd survivor horror style game.

Not sure it quite knows what it wants to be either.. It's Pang on steroids, it has a beautiful art, excellent OST, is full of winks to retro games, and the different world really capture the essence of the game tribute, and now in ver 2.0 includes Coop Campaign for 2 players. The difficulty is (in normal) is perfect, not too hard to be frustrating nor too easy to be boring. It's full of funny anti-achievements.. Played the tutorial and the first campaign. It crashed in the middle of the second campaign.

The UI is a bit muddled and there's very little strategy involved since most of what you can do is decided by RNG. Probably not worth a buy over \$5.. Take a side-scrolling Beat 'Em Up like Final Fight, Golden Axe, or Shadows over Mystara. Add in MMO elements, 4 player co-op, and some amazingly high-quality sprite art and you get DFO. It's still an MMO, so be warned that a lot of the content when you hit level cap is going to be grinding for gear and doing raids. If you like that, awesome, if not then you can ignore it and do what I do, make a ton of Alts to play through the normal game with new styles, classes, and weaponry. The game has 40+ total classes to choose from, with each base class splitting off into multiple sub-classes, each of which play vastly different from one another. A ton of fun, amazing to play with friends, and completely free. There's no downsides at all!. Super fun pick up and play arcade racer, almost like a budget motorstorm.. It's alright, same as the karaoke games on the consoles, for the price it's lacking quantity of songs. I can see them trying to sell DLCs to milk us for money. Do i recommend this game? Yes and no, It's always fun to play with friends and family but like I said for 20\$ you can get the basically the same game with 100+ songs on ps3. If they decide to release more songs through DLC for free it'll be TOTALLY worth it. Also It would be neat if they could have a webcam to play with other friends on steam that has this game so you can see eachother's silly faces while singing.. I picked this up because I was intrigued to see an RPG Maker game being put up for sale, and having worked with the software before, I was curious what a more serious game development attempt would look like since most of my attempts have been hobby only and never panned out. That said, sadly, I don't really feel this game is worth the money.

The map designs are done fairly well, but the tilesets are all stock from RPG maker and it gives it an overly familiar look since I've seen them all many times before in other amateur games. It looks like the only original items are the character sprites. There is a good use of scripts though from around the web, I can see a few from Yanfly and others that the game maker must be using. For those that aren't familiar with RPG maker, there's modded functionality in this game, things like mouse support aren't part of the basic RPG maker engine, which is nice to see.

The biggest drawback to this game is unfortunately the storyline and the dialogue. Story and dialogue should be the meat and potatoes of an RPG. The opening scene has a CEO just proclaiming "I want to go on adventure!" and then gathering a few friends amongst unexplained happenings, and then transitioning with "They adventure for days until Catz suddenly falls asleep" segwaying into a dream sequence that also doesn't explain anything. Characters are introduced with groan worthy lines like "Ugh, I can't stand you my non-vampire twin sister," and then follow up with lamenting that her sister hates her, going to check on her mecha blueprint, and activating a dreamworld. None of these are explained as to why someone's a vampire, what they're doing with a mecha, or what the dreamworld is. The lack of explanation extends to zero character development and the whole game feels very much like you're playing someone's poorly written fan fiction. I don't know if there's a character primer I

missed somewhere, I didn't see anything on the store page linking to one.

I feel like this game is still a hobby project and not quite worthy of being on steam for sale. I applaud the creator for sticking with a project to create this much material, but the writing is so poor that it pretty much ruins the game.. I just sold my Genuine Ap-Sap to get that sexy soundtrack. I gotta say it was worth it!

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