



Air

Earth

Lightning

Fire

Water

A Attack

X Abilities

Y Change Stance

B Flee






Binger Ninja- A 2D isometric game where the player takes control of an overweight ninja called Binger.

The game takes place in Nakamura tower, a modern skyscraper in Tokyo. Each floor represents a new level with each elevator representing the progression to the next stage, your objective is to pass through the different stages using any means necessary, stealth or aggressive, and complete your mission.

https://store.steampowered.com/app/1557300/Binger_Ninja/

The Greedy Baron- You've won the local radio's competition and now you are destined for a week away in a historical building in America. The building seems luxurious, classy and oozes grandiose. You feel at ease in your new lodgings until the conversation takes a deeper turn one night.

"Did you know this place housed that greedy baron? Apparently, he still lurks - waiting for his chance to gain more wealth."

Armed with this new knowledge you aim to make the most of your night alone, one internet search and you are ready to try and beat The Greedy Baron.

The player must succeed in a series of puzzles in a tense, time-sensitive environment to perform the ritual successfully – miss a step or act too late and the Baron will win.



 Attack

 Abilities

 Change Stance

 Flee

Chronicles of Ribute



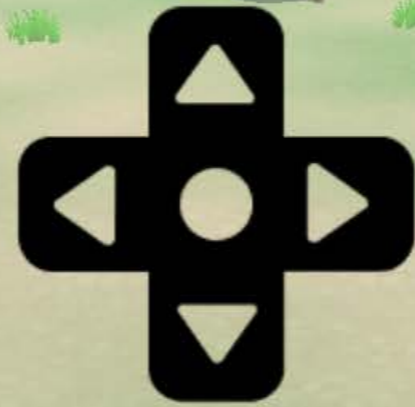
Start Game

Options

Quit







Attack



Abilities



Change Stance



Flee



200
200

Health Bar

Body Part Icons

Ability Icons

Character Silhouette

Grey Button



 Attack

 Abilities

 Change Stance

 Flee