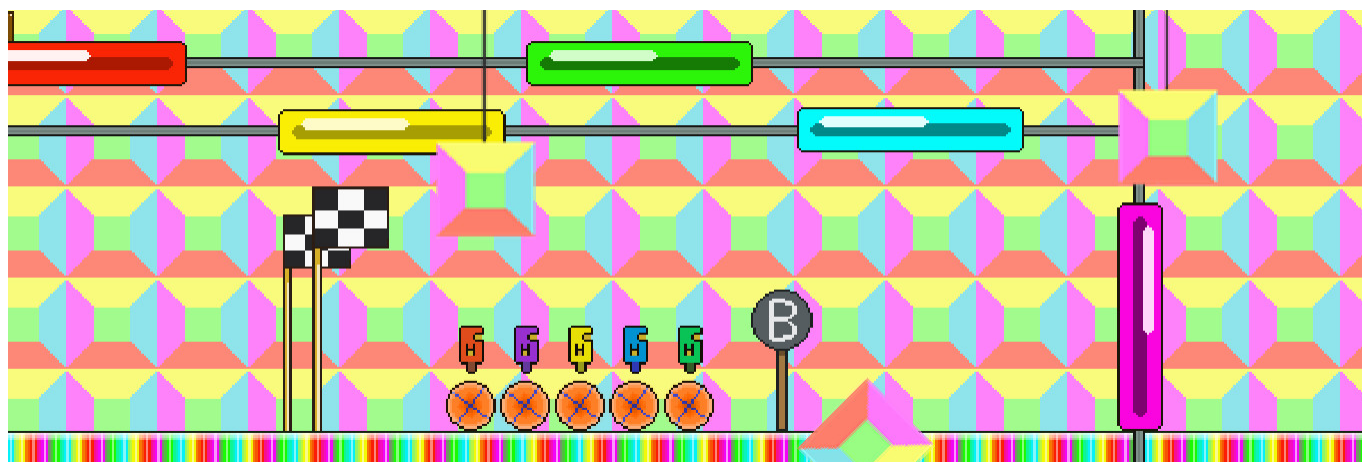

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About This Game

This time the Colorfull Ninjas must deliver a signed diploma to the JumpBall Ninja Association. Only a master can sign a diploma like this and they need to get to where their master is and ask him to sign it. But, they need to be careful with the Black Ninjas Clan.

Compared with the first title this one has a set gameplay, thus, less experienced players have less difficulty to play.

Run while balancing on the ball.

Avoid obstacles in order to reach the end of each stage.

Each stage you pass the balls will spin faster.

You can play up to 5 players.

Now the Colorfull Ninjas have three types of jumps: Ball Jump, Outball Jump and Double Jump.

From 2 players it is necessary to use gamepad, except for player 1.

See how many points you can do on solo play or with friends.

See if you can be a true ninja of JumpBall and get this diploma.

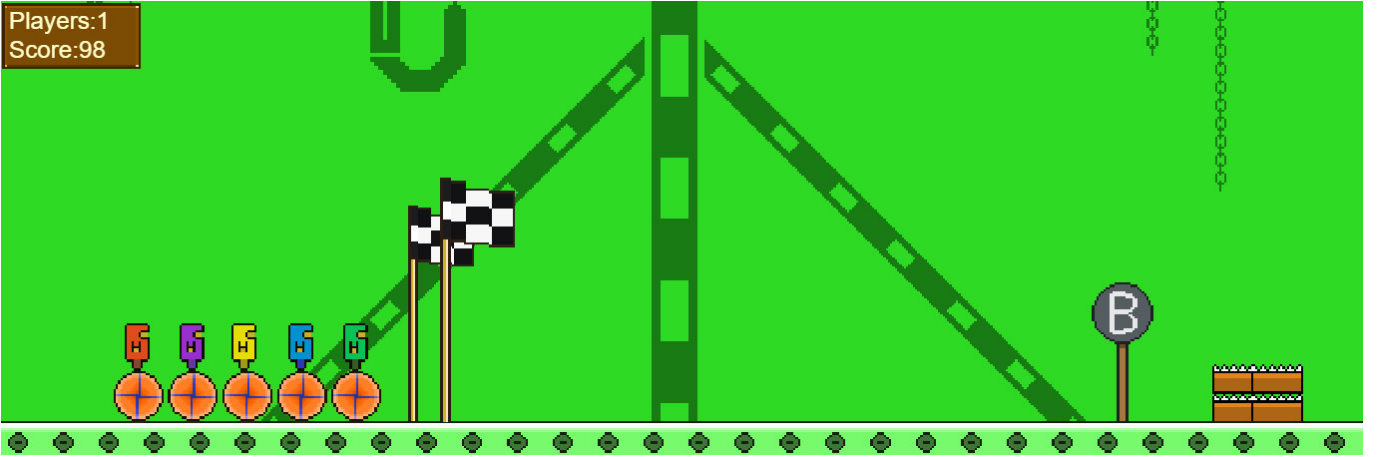
*For Ninjas

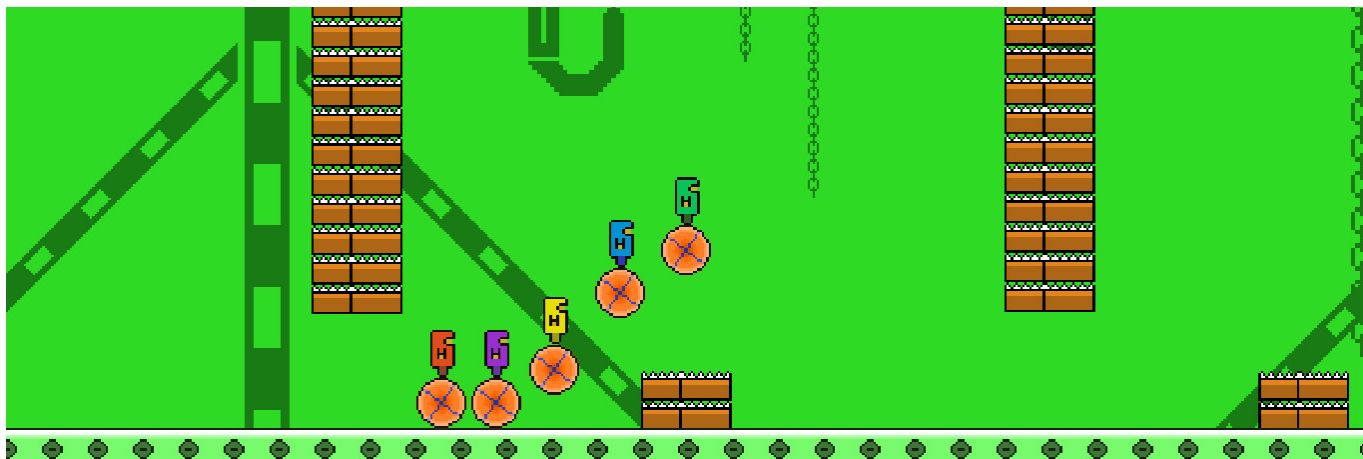
Title: JumpBall 2
Genre: Casual, Indie, Racing, Sports
Developer:
André Bertaglia
Publisher:
André Bertaglia
Release Date: 21 Nov, 2017

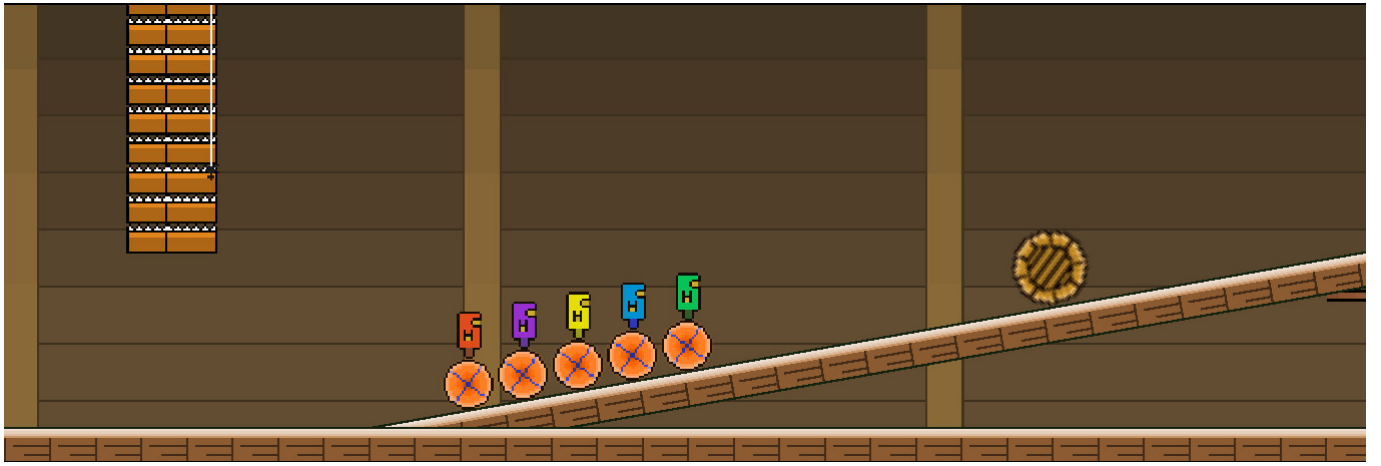
7ad7b8b382

English,Portuguese

Players:1
Score:98







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JumpBall took the indie dev scene by storm. With exciting, innovative mechanics and a colorful design, it was an impressive and enduring experience for gamers of all ages and backgrounds.

With the announcement of JumpBall 2, many fans were skeptical as to how the original could possibly be improved upon. As a die-hard JumpBall fan myself, I admit I was unsure alongside them.

Then I played the game.

JumpBall 2 has done it again, folks. The same characters we've come to know and love take on a brand new challenge, and with new ways to play. The addition of the midair jump added an entirely new dimension to the gameplay, making levels that are as challenging as they are fun to play. The level design is polished and robust, mirroring the likes of its predecessors while achieving a new flair only this studio could imagine. The black ninja adversaries gave more depth to the characters and lore of the world, making me want to learn more about the ninja history.

Earning my diploma was no small feat. Life after life was lost completing each and every level of the game, yet every time I felt like I was at fault for dying, and in no way felt like the game cheated me out of a finish. I fought through exciting levels featuring astounding backgrounds and a soundtrack that parallels the original. Each new challenge felt fresh, with combinations of jumping and ball jumping giving me six whole combinations of movement. The game is forgiving, because it allows you to lose all 100 lives and have 0 score, but the game is not forgiving, because when I completed this challenge, I was met with words that will ring in my head "you were terrible, do it again." Thus, I will continue to challenge myself as a gamer and a person to master the skills needed to beat JumpBall 2 like a professional.

As a speedrunner, there are mechanics and secrets that I discovered while trying to beat each level as fast as possible. Jumping accelerates your ninjas, which mirrors sprinting or dashing in other popular speedruns. But there is also an invisible hitbox at the start of each level that requires frame-perfect jumping to miss and still get the jump boost. Jump boosting against the final boss in particular rewards you with single-ninja mode, making the level faster and easier than before. This is quite an impressive secret, and I feel lucky to have discovered it. I hope to work on my time so this game makes it to the next AGDQ.

All in all, JumpBall 2 is not "more of the same" like a lot of AAA titles these days. Unlike Pokemon, Call of Duty, or even Star Wars Battlefront, this game delivers on a visual and gameplay level that is only rivaled by its value. The dev team should be proud of their work, and I hope this game breathes more life into a prosperous community of ninjas. In the midst of thousands of titles released onto steam on a daily basis, one shines above all others today. Was it fate that this game be released? It most certainly was. With the resounding success of Jumpball, Andre Bertaglia's first smash hit, there was no question that the sequel was coming. I, as a fan, was nervous that it would not live up to the standards of the first game. However, I was pleasantly surprised that this game has surpassed my every expectation of what a game should be! The character development, the story, the punishment and reward system, and the music and graphics that appropriately call back to the days when the only jumping balls we were getting were in "Jumpball". Everything about this game just adds up to be the PERFECT package of challenge, reward, and just good quality fun! If you don't already own this game, BUY IT NOW! You won't regret it. Thank you Andre for another incredible gaming masterpiece. I CAN'T WAIT FOR JUMPBALL 3!!!. In the midst of thousands of titles released onto steam on a daily basis, one shines above all others today. Was it fate that this game be released? It most certainly was. With the resounding success of Jumpball, Andre Bertaglia's first smash hit, there was no question that the sequel was coming. I, as a fan, was nervous that it would not live up to the standards of the first game. However, I was pleasantly surprised that this game has surpassed my every expectation of what a game should be! The character development, the story, the punishment and reward system, and the music and graphics that appropriately call back to the days when the only jumping balls we were getting were in "Jumpball". Everything about this game just adds up to be the PERFECT package of challenge, reward, and just good quality fun! If you don't already own this game, BUY IT NOW! You won't regret it. Thank you Andre for another incredible gaming masterpiece. I CAN'T WAIT FOR JUMPBALL 3!!!. JumpBall took the indie dev scene by storm. With exciting, innovative mechanics and a colorful design, it was an impressive and enduring experience for gamers of all ages and backgrounds.

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Bundles:

Hi, how are you players? Kabitis 2 is not ready yet to be seen but I'll show you two bundles that are with 30% and 50% of discount this week*:

https://store.steampowered.com/bundle/1646/Kabits_Microbits_K/

<https://store.steampowered.com/bundle/1550/Super/>

*not for all countrys. **How about starting the week and the month of July taking advantage of these discounts?:**

<https://store.steampowered.com/search/?publisher=Andr%C3%A9%20Bertaglia>. **15%:**

http://store.steampowered.com/app/701960/Fishs_Trip/. **Jack's Gang:**

http://store.steampowered.com/app/607270/Jacks_Gang/. **Look at this offer::**

<https://store.steampowered.com/search/?developer=Andr%C3%A9%20Bertaglia>. **Super in super discount!:**

<http://store.steampowered.com/bundle/1550/Super/>. **Kabitis 2:**

Hello players, I am the developer of Kabitis.

A few months ago I told that Kabitis 2 would be released in this year, but it will not be possible, so sorry for that. I'm working alone and hard in this title, so there is much work to do and I want to make a good game for we all.

<https://store.steampowered.com/search/?developer=Andr%C3%A9%20Bertaglia>



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