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Double edged nitrome unlocked

You are now playing » Double Edged Switch lights game loaded, click here to start the game! Today, we would like to offer an incredible action game to all my friends. Guess what? This is a double edge! Have you ever tried it? If not, visit there immediately to discover all the wonderful items out there. What task should players have to do? Play a role as a hero in the kingdom and guide him to defeat the invaders. Amazingly, you will receive a lot of support in fighting against them. To regain the independence of his kingdom, our hero must enter a dark and dangerous forest. Then, whenever they appear, be quick to grab the sword tightly and attack them without any hesitation. Be careful while performing the task because the enemies are very crowded and aggressive. Don't forget to pick up all the scattered coins to add it to the hero's budget. Do you understand everything? Jump out there and take action now! Press the arrow/ASDW keys to move. Attack and jump by clicking on the G and H keys. Popular search terms: Double edge unlocked/unblocked/double-edged games tags: double edged/enemies/kingdoms/sword drops – double edge → Castle Corp Co-op beat m-follow set in ancient Greece with huge mythical bosses. Artwork/Markus Heinel/Programming/Carl Treffa/Music/Lee Nicklin Newgrounds - Daily 5th Double Edge Place is a multiplayer adventure game released on June 22, 2009 on Nitrome.com. Both players are Spartan soldiers invading enemy territory in order to save their princess. Double Edged was the first game that was revealed to be turned around to Nitrome Touchy, shown the previous week in a mysterious video. This game was a distribution game on May 23, 2012. The version that Tachi Nitrome is exactly the same as the flash version, supporting four players instead of the ex. Double Edged was one of the launch titles for iPhone and Android version of Nitrome Touchy, released on November 21st 2012 for Android and on 31 October 2012 for iPhone. Flash Player Controls 1 Arrow Keys - Transfer &t; (Comme Key) - Attack &t; (Period Key) - Jumping Player 2 W A S D - Transfer G - H Attack - Note Transition: Controls can be changed and set to any button. The Nitrom Tachi section is incomplete. You can help by adding missing information. Required: Update with the correct controls. The player's smartphone acts as a controller for the Nitrome Touchy version of Double Edged, buttons need to press in order to control the character on the screen. The control layout of Nitrome Touchy reminds us of the layout of the Super Nintendo Entertainment System/Nintendo Control Entertainment System: D-plate (panel-shaped plus) on the left side of the smartphone, and two buttons on the right side. D plate will be used to move spartan, while the lower button will cause the player to attack, and the other to jump. Both buttons press (attack and jump button) It will cause the player to carry out a special attack. The console interface as seen on the iPhoneAn image of four people playing a copy of nitrome Touchy Double EdgedAdd image of this intense incomplete clip show. You can help by adding missing information. Required: Update with the correct controls. D-panel top/bottom/left/right-move circle button 1- Jump circle button 2 - attack levels are set in double edge in a particular pattern. The pattern goes by a normal level, followed by a half-boss level, followed by another normal level, followed by a hard trainer level. The pattern repeats constantly throughout the game. The level of screen selection stage 1-1 in the first level the first enemies will be enemy army soldiers. Hit them with a sword, or one sword combo, eventually defeat the enemy soldier. After a while, you will find the first player chest treasure containing enemy spoils. To pick him up, the player must use the attack key and throw it to collect the spoils hidden inside. The player must then continue in the direction of a group of enemy soldiers, including a commander. The enemy commander is stronger than the usual Solidere, and will become unconscious after being attacked, rather than dying. After that, the player will eventually come across some pigs. Hitting one with a sword will shock them, allowing the player to pick up one and throw it. Soon, enemies will come in the player from both sides. More pigs as well as chickens will be encountered, which can wield as a weapon. Soon the enemy commander along with the gladiator. Gladiators have more stamina than soldiers and are best handled using these two methods: the first is to jump and hit them while in the air. The second is to hit them from behind. Continue in, the player will soon come to three saytrs at the end of the level. Hitting them will give the player coins or (if they are in low health condition) a turkey or drum stick. Stage 1-2 at this level, the player must proceed and a soldier will approach it with an axe. The player must jump and hit him. He suggests to take his axe because it is a powerful weapon. The player must then continue to work onwards and four soldiers will appear. The player must defeat them and continue. Next are two enemy commanders and one with an axe. If the player goes forward, you will face four soldiers and a treasure chest. Once the soldiers are defeated, the player must pick up the chest and throw it forward (the reason for this is because if the player throws it behind, some coins will go to another stage, and the player will not be able to collect it). Forward there are two enemy leaders and one gladiator. Next are some soldiers who come out of both ends of the screen. Before more soldiers attack in the same way. The player must continue and some soldiers will be found, issued, and a golden statue. The player must pick up Soldier and continue onwards, where more golden statues will be encountered; When you defeat these enemies, the player can pick up another statue. In the future there are soldiers and many statues of chickens, pigs, soldiers and satiety. The player must choose one and get ready to throw it, thus beginning the battle of the Midas coach. Click [Show] to watch this video 2 player roaming stage 1-3 in this level the player will first find a few stones. The player must choose one and proceed. Soon, the enemy commander and two soldiers will become present in the path of the player. The player can throw the rock at either of the enemies and defeat them. The player can then pick up the axe from the fallen enemy and proceed. In the future three enemy soldiers and a hole rose. Then two holes and three soldiers in addition to Sadr. If the player continues further, five holes will be encountered. The player must move around. After that, there are three soldiers, a wrestler, and another wrestler with a helmet. When you defeat all these enemies, the player must continue in the future and meet with many pits, soldiers, tigers, stones, enemy leaders, and a few gladiators. The Tigers are very strong when they jump, as they can perform a very strong and impulsive attack. At the end of the level are three saytrs. Stage 1-4 the player must proceed, and there will be enemy commander, soldiers and stones. The player must then proceed and there will be four enemy commanders. Defeat them, the player must then continue, and there will be many gladiator and chicken. To easily defeat the gladiators, the player must jump and attack in the air. When the wrestler is stunned, the player can continue the attack until the meter runs out of life. The player must then continue to work. Next are some pigs and chickens, as well as three gladiators. Again, the player can jump and hit them or hit them from behind. The player must then continue in its direction, and will soon face enemy soldiers and two treasure chests. Next they are more soldiers and the enemy commander warn the player about his boss Talos. Soon after, the player is involved in the battle. Click [Show] to watch this video 2 player roaming stage 2-1 two tigers are encountered very early at this level. The player can take one and progress on, facing enemy soldiers in the future. The player can go through this level on a tiger to defeat any enemies; Soon, you will find the men lizard player and some more soldiers. The player must beat them with an axe, because he is the best weapon of choice. And it continues and continues, you'll find the red lizard men. Defeat these enemies, more enemies, treasure chests, and four saytrs can be found at the end of the level. Phase 2-2 section is incomplete. Hey you Help by adding missing information. The main enemies of the player in this level now will be lizardmen, both red and green, and a few soldiers. Soon the player will face the soldiers with a powerful new weapon, hammer. The player must pick it up and defeat the incoming enemies with it. To complete the level, the player is required to fight minotor. Click [Show] to watch this video 2 player roam click [Show] to watch this boss phase 2-3 video at this level both lizards and soldiers are the main player's enemies. Advance introduction, soldiers will face and some lizardmen. A new weapon found in this level is the bow 'n arrow. Even if the player jumps, the arrow arrow bow 'n will still hit the player and cause damage. One encountered a soldier carrying a hammer. The player must choose either to take the bow 'n arrow or hammer, and the obvious option in this case is being bow 'n arrow, as it can damage at a faster rate than the hammer. Forward the chest treasure will be found. The player must continue forward but be careful, for the presence of soldiers with hammers that come out from the front and back of the arena. Defeating these two minions will allow the player to proceed, towards the chest treasure. The furthest forward player will face one soldier, who serves as an introduction to the next ambush. Defeat this soldier and advance forward, and two soldiers armed with bow 'n arrow will come from behind the player, fire arrows. It is possible for the player to become stuck in the spot, because they will not be able to get out of the way of the arrows coming. The lizards are encountered in the front. Progressing farther, coupe rocks can be found. As they serve rocks and good weapons, carrying them can be helpful, because they can cause serious damage when thrown. Forward, swarms of red lizards, will face a great target for the rock. After that, there will be seven saytrs, which the player can hit for coins. Stage 2-4 at this level, the player must proceed, where they will meet with many chickens. Along with the chicken, you will show a bigger enemy - hecate priest. This slow enemy can turn into a chicken player for a short period of time, as well as top ping-in around the arena. The player can jump and hit him in order to avoid turning him into a chicken, or just jump to avoid the circle that turns them into a chicken. Also, the enemy commander is with the priest. After this battle, the player will face some soldiers, one lizard man, and a lot of chicken. If the player goes further, there will be a chest treasure. Immediately after the chest two priests of Heka if the player had picked up a hammer from a soldier, he/she must keep in mind that it is not a good weapon to avoid the priests. That's because the hammer only works at close range, which is to stay away from the priests, and the magic they use. A group of soldiers will face in the future, one holding the bow 'n arrow. Bow 'n arrow should pick up, this weapon is useful in defeating priests, as it attacks enemies from afar. In front, one priest will be found. After that, more soldiers and another priest will appear. The end of this battle only brings the player to another battle with soldiers, chickens, and three gladiators. With bow 'n arrow, the player can easily hit the gladiators. More soldiers and more gladiators will attack the player, and these enemies are found farther. The head of this phase is Hercules. Click [Show] to watch this boss phase 3-1 video that is incomplete and this section is incomplete. You can help by adding lost information. The enemy commander will be the first enemy he encountered at this level, this enemy holding a very powerful lion hammer. Skeletons are the main enemy of the player at this level. The player must go through the level, face the skeletons, and defeat them. At the end of four saiter, which can reach the coins. Click [Show] to watch this video 1 player roam in the incomplete 3-2 stage this section is incomplete. You can help by adding lost information. At this level, skeletons are the main enemy of the player. The player must defeat the skeletons. After that, a priest will be confronted. After the priest's yard, there are some stones. The player can pick up one, and when you do this, proceed. After the destruction of many skeletons, nails will be accidentally drilled. He's going to come out of one hole. Then, after a few seconds, you will back off and another will come out. Many of these traps are rising ahead. The player should watch the pattern of the pits, then walk over them. The player is then attacked by skeletons when the nails are still drilled. Soon, a stone statue will be encountered. The player can either pick up the statue or rock, and proceed. A veil statue can be found at this level, and this statue being angel, fossilized. The player may choose to pick up this statue and use it as a weapon. At the end of the level, the player faces Medusa and is required to defeat her to complete the stage. Click [Show] to watch this boss phase 3-3 video the first enemies found in this level are two priests and several skeletons. The player must aim for the priest and kill them first, for priests can bring the skeletons back to life. Once in both skeletons and the priest defeated, the player must proceed cautiously, for this is the second to the last level, and also one of the hardest. Next is one priest and many skeletons. Then four enemy commanders armed with a bow, arrow, hammer, axe, and sword. After that many skeletons, soldiers and gladiators. Soon the Tigers will be encountered You can take one of them. If a tiger is obtained, then the player's task will become much easier. At the end of the level are four saytrs, which can reach a point. Click [Show] to watch this final level 3-4 stage video as played on the 2002 version of Touchy this is the last level. The first enemies in this level are a large number of skeletons. After defeating the skeletons, the player must then proceed. More skeletons then come out to attack the player. Going further, the player will soon face the rocks that are thrown around the area. The player must move to one side and wait for the rocks to stop. More skeletons will then come to attack the player. After that, the giant rocks return, but this time, the skeletons are there. The player must avoid rocks and destroy the skeletons. Soon, a group of skeletons and a priest will appear, telling the main player. The president is Behemoth, another coach of the game. The player must defeat him to complete the game and open the end screen. (Note: If he plays in two player mode, once the coach is defeated, one player must kill the other in order to save the princess and open the end.) Click [Show] to watch this video 1 player trainer click [Show] to see this video 2 player trainer finish this navigation box contains a spoiler. Click [Show] to open the box. Enemies the player will have to fight many different types of enemies to advance through this game. Below is listed. Enemy soldiers - these soldiers come in large numbers (sometimes). The player must hit them twice with the sword to kill them. They will jump on the tigers and pick up a sword if they don't have a weapon. Enemy commanders - there is usually only one in an area, but the largest number they come in is four. They are stronger than the enemy soldier and take three strikes to destroy. They have intricate helmets and thick red tassels and will pick up hammers and swords. Gladiators - wrestlers are very big in size, are very muscular, have the ability to pick up a player, strangle them, and throw them to the ground. They are carrying out multiple strikes of destruction, and they are unable to pick up weapons. Men's Green Lizard - Lizards are green and have two ways to attack. The first attacks with Trident and the second attacks with their tongues, if they lose their Trident, they won't pick it up again. Lizards will not pick up any other weapon besides their Trident. Red Lizard Men - These men lizard faster and then another lizard. These guys are a red lizard and have two ways of attacking. The first attacks with Trident and the second attacks with their tongues, if they lose their Trident, they won't pick it up again. Lizard men will not use any other weapon beside Trident hecate priests - this only attack enemy is to turn a player soldier into a chicken or to achieve to life skeletons that the player has just defeated. They take 3 to 5 strikes to destroy them when the player hits them they will disappear and appear again elsewhere on the screen. Bow and arrow is a good weapon to strike them, because they work long-term. Skeletons - Skeletons are enemies the player must fight from level 3-1 to level 3-4. They may come with a helmet or sword, but if they don't have a weapon, they will fight with their fists or pick up other weapons. They take many sword strokes to destroy. Boss battle boss comes every other level. It is marked as a skull or thin circle around the level circle on the map. Midas - is the first president. When the player approaches the boss of the arena, the golden statues can be found. When fighting, the player should not get too close or midas will turn the player's soldier into gold. If the player soldier turns to gold, the player's health will slowly begin to drain. In order to become normal again, the player will have to quickly press the left and left buttons. The only way to hurt midas is to throw gold statues at him, because any physical attacks will turn the player into gold. Talos - this coach is so tall that the player can see his feet. To defeat him, the player must run and keep hitting the back of talus's heel until a piece of metal is destroyed. When Talus's heel is hit, his health will decrease. Once a piece of metal is destroyed, enemy soldiers will come out. Once both heels are defeated and Talus's health is completely exhausted, he will fall over. Minotaur - In order to defeat this coach, the player must be very fast. The player must first go as fast as you can directly towards his boss, and hit with a hammer before he starts talking, which will cause him to faint. When he stands, the player must hit him again. The player must repeat this until the minotor dies. (Note: This is not the right way to defeat his boss and not the way Nate Nieterum defeats the president. Also, if the player does not hit him in time, the trick will not work and the player will have to follow these instructions: the player must quickly dodge the minotor when the charges to avoid getting hit. When their horns get stuck in the wall, the player must then hit him with a sword. The hammer is also a good weapon to fight minotor with. The player must continue to do so until the minotor dies. Hercules - may look small, but strong; this coach is able to throw a soldier player, and also able to choose the player soldier up from the legs, jump in the air, slam the player to the ground. The hammer, again, is a good weapon to fight. After the player hits him several times, some wrestlers will come in to fight the player. Medusa - The player will know when the soldier approaches this president because of the stone statues (like Midas, only his statues are gold). She attacks in three ways: shoot the arrows at the player with her bow, hit the player with her tail, or turn the player's soldier into stone with her eyes. You should remember the player to look the other way when she lifts her hair up in order to avoid turning into a stone. Behemoth - another boss in this game. When the player's soldier finds him, he tries to reach the princess. The player must defeat him by hitting his face several times. In the end, his head will come down. When this happens, the player must jump and hit his eye again and again. The player must do this until all of his health is gone. Often, behemoth burps skeletons, so the player must also defend their soldier from the skeletons that come to attack. Pick-up coins - an easy way to earn points is to pick up coins. They can be obtained by defeating enemies, picking up and throwing breasts, or when you hit saytr. Chest - when thrown, coins and sometimes can appear drumsticks or turkey. It can also be thrown at enemies and weapons. Mutton - there are rarely drum sticks of lamb, but when picked up all health will be renewed. Turkey - the item is easier to then find a drum stick, but will only renew half the player's health. Interactive Objects Saytrs - the player can not kill saytrs. It works around the screen quickly and will drop coins or food when you hit. Eventually they will escape from the screen. Tiger animals - tiger can be used like a car. To download one, the player must tap the jump button when near one to jump it. When the player approaches an enemy, they can press the attack button to jump on the enemy and possibly destroy them. Tigers can't be killed, most enemies can jump on them and attack the player soldier's chicken - they can turn into a chicken player soldier when they face a Hecate priest. The player can also use chicken as a weapon. The player must press the key they use when picking up weapons when they approach the chicken to use one as a weapon. Chickens cannot be killed. Wild boar - these animals can not be killed, but can be picked up and thrown when surprised by a weapon. The player can then use the pig as a weapon by throwing one at the enemy. A dagger weapon - this is the player's primary weapon - cannot be dropped. If a player loses a previous weapon, this will always be in their hands to replace the lost weapon. Every enemy facing the player will be this as a primary weapon, with the exception of skeletons and lizards. This weapon is very weak compared to other weapons, and often takes multiple strikes with a dagger to kill Enemy. This weapon works at very close range sword - the player starts with this weapon at the beginning of each level. Some enemies will have this too. This weapon works at close range axes - it is a little stronger then the sword, and is unable to amazing enemies / kill. This weapon works at close range hammers - this weapon is very powerful. When the player attacks his enemy, the enemy will be stunned and knocked firmly back towards the edge of the screen. It can't be good for fighting groups of enemies and bosses. This weapon works at close range Trident - these are the weapons that lizard men attack with. This weapon works at close range bow and arrow - this is a powerful long-term weapon that is able to shoot arrows across the screen. It's dishes of large amounts of damage. Lion Hammer - similar to the hammer, but stronger. The Lion Hammer only appears at a level 3-1 but is strong against the skeletons the player faces. This weapon works at close range risk spike digging - these are really small pits with nails in them. They've stunned the spartan on the contact moving the nails - these nails come in two sets. The first set of nails comes from half the holes, then when you retreat, the second set of nails comes out of the remaining holes. After the second group retreats, the process is repeated. The Touchy Double Edge Nitrom was the first nitrom test game. On September 18, 2012, Nitrome released a trailer titled Double-Edged?????. This trailer showed four spartans moving through Double Edged levels. It was only a week later that it was revealed that this was one of nitrome Touchy games. This game was one of the ten launch titles for the iPhone version of Nitrome Tachi, this game launched on October 31, 2012 for iOS devices and released on November 21, 2012 for Android. Tap screen gallery to join after clicking on playThe click to join the screen after clicking on the view to this nitrome touchy news show September 18th 2012 published a blog 6 message post that is linked to the trailer of Double Edged?????. Blog post, Nitrome, nor trailer revealed anything about the game, and the other it will include four Spartans instead of two, and all four will probably be able to control the same computer. The trailer ends with four question marks, each in color that corresponds to the color of the top of the four spartans displayed in the trailer. September 25, 2012 Nitrome admitted that this game will be available to Nitro touch. October 2, 2012 Nitrome released a diagram of a controller used for the game. Glitches Minotaur Awards level trainer in multiplayer mode on stage 2-2, it is possible to leave one spartan outside the columns of the ring battle coach Minotaur while one Spartan goes in. This ensures that Minotor will not move when the coach stage begins, as two Spartans are required to be in the arena so to happen. In this way, it becomes much easier to defeat an immobile minotaur. The Spartans are approaching arenaOne Spartan go while the other stays out of the immobile Minotaur being defeatedthe image of this ejection element will sometimes disappear when the player holds a rock, chest, or statue, while jumping and throwing at the same time, there is a chance that the player may lose the item that is being held. It is not known whether this has been corrected. The enemy is stuck if the enemy gets control of the tiger, it may hop off the screen so that it cannot be seen. The player is still able to kill the enemy, however, by blindly attacking in the direction of the enemy. The Hammer stone statue trivia is the same hammer used in ice breakers: The Red Clan. In level 2-2 the enemy commander says stop... Hammer time! He says you can't touch this... When he dies, the reference to the song cannot be touched by M.C. Hammer. This same quote was used by the Hammerhead Sharks in a rebellion when the player was defeated. There is a glitch at the end of the levels. That is, if the player has a weapon and near it is another one, the spartan sword can be snatched and the screen will be displayed clear and the old weapon is still rolling in the air. This is one of the few games, such as Nitrome Must Die, which has many weapons to choose from. Nitrome has been constantly linking back to YouTube video from the Touchy Nitro version of Double Edged, and using it as an example of the multiple capabilities of Nitrome Touchy. The game may have been based on the video game Ax Battlers and/or Castle Crashers. The title is probably a reference to the double dragon franchise. The end mode of two players, in which Spartans fight to the death to determine who will win the love of the princess, is likely to be in honor of the infamous end of the original arcade version of The Double Dragon. The double edged soundtrack is based off the 1963 film Jason and Argonauts. [1] Notes ' Nitro music by Lee Niclan May 8, 2013 2013

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