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Red warrior level 9

People are pretty split on what ninjas can do, or even if they existed at all. If you listen to gamers, however, ninjas can do basically everything and everything, including breaking the laws of the universe, which is way more interesting than the History Channel, and way less traumatic than the Ninja Scroll. Red Warrior is a colorful puzzle platformer aggressively adorable little game where you play a red ninja to rescue caged residents from a group of bad ninjas. Using the WASD or arrow keys to move and jump, the goal is to first get to and then open the cage in each level, picking up any stars and gems along the way. You can even climb the walls, and stick to the most endlessly. You'll quickly discover the path is often blocked by what appears to be impassable obstacles, but you have a trick up your sleeve... If you wore sleeves, which you haven't known since you squared, but stay with me. Clicking or X will turn the world around you, so that while your position on the screen remains the same, you can flip the scenery back and forth to get around. A transparent copy of yourself will mimic your actions and serve as a marker where you will end up when you flip the world, though if your copy is crossed out, it's in a place you can't flip, such as inside a wall. After a few straight forward levels, eventually you have to fight the search for clues and avoid enemies, blocks you can't climb and blocks that you can't change, and you'll find that some stages will flip the world vertically rather than horizontally. The game completes the transformation into a balance of simple puzzle-making as you figure out where and when to flip the world, and sequences that require a little more action and reflexes such as dodging throwing stars or changing the world in the air with proper timing. This makes for a pleasant curve of difficulty in general by slowly typing the challenge, although players who prefer puzzles can find faster bits from putting. It's also a beautiful little game, with fluid animation and a bright, clean design that shines with a level of professional polish you don't always see. There's a lot of creativity to its simple concept, and that winds up reflected in the level of design, some of which are real stumpers. Red Warrior completes the time of the kind of game that you wish there was more... Smart, fun and affordable for almost everyone. Play Red Warrior This level is medium sized that uses all four keys. You start in a room that has a column moving fast back and forth, which just so happens with sharp blades sticking out of the sides. Make sure you don't get too close to it or you end up like a ninja on the ground. In this room you will notice four niches in the walls. Three of them have a red curtain in them, with light and image. In each of these There's an item. On one side of your room, there's Uzi. The other two are on the wall with a moving column. Be Be Don't get caught while you jump into these niches. In one of the niches there is a flash bomb, and in the other there are shotguns. There is also the heat of the card finder in this room, which is next to the door that takes the golden key. Wait until the column goes away, run and get it. Stay close to the wall there and the column won't hurt you, then quickly run back before you get chopped and diced. Now note that the fourth niche has nothing in it. Open the door and act carefully as there is a Ripper, and perhaps other enemies out there are waiting to pounce on you. Just start blowing up enemies with Uzi to clear this area. Image: This false wall opens to where you get the red key. You have to see a waterfall on the left that has a red key in it, a second Uzi, and a good luck cookie. As you continue, you will see some Uzi clips near the torches. Further down you take right and you will see a gas bomb with a silver key door to your right. Just behind the bomb is a ninja and riot gun. When you kill the ninja and fall down to capture Riot Gun, you will see a blocked passage to the west. If you see enemies through slots here, shoot them now. Now go back to the starting room with a moving column. Be sure to grab the medkits in this room your health is down. Walk on the east side of this room and then turn south and escape, avoiding moving columns in where the silver and red keys doors. Don't go through the red key door just yet. You want to try to clean the room before you dive in there. There will be a few enemies there and you have to minimize the damage that you take before entering this area. That's a good way to kill these guys without getting hurt. Open the door and then shoot the enemies as soon as you see them and then quickly close the door to block their attacks. Repeat this as many times as you need. So you don't jump straight into the room with the enemies around you, and you can't defend yourself against their attacks. Another method is to use a gas bomb. Open the door and drop the gas bomb. Then close the door and let the bomb take care of them. It may not kill all of them, but it will hurt those next to the bomb that will help. When you enter the room, you will notice that there are two doors that take the keys. One of them takes a silver key, and the other takes a bronze key. The room also has a gong. If you are shooting a gong, four small doors will open, which have some useful items. They contain clips of Uzi, sticky bombs, medkit, and some shotgun shells. In the south you will see a small corridor, and at the end of the corridor is a clip of Uzi and rocket-propelled grenades. On the right is a big door. Open the door and turn left where you have to see the stairs going down. Behind the enemy attackers as you head down the stairs. As you walk down the stairs, about halfway there is a window that holds a few rockets. Also on the other side steps that you should see the picture that has Uzi clips on it. Photo Shoot the gong and four doors open in this room. Once you are at the bottom of the stairs, go left through the doorway and into the room with the statue in it and candles on the ledge behind the statue. In this room is Riot Gun, a couple of medkits, and Uzi. Now go west and go to a small set of curved stairs. There is a ledge to the left and right of the stairs when you go up. On the right of the ledge are several shotguns, and on the left - caltropes. Again, watch out for enemies. To the east in this room is a luck cookie that you have to grab. Now go to the western wall and turn right where you have to see a small room. There's a medkit and a keeper's head in this room. Go up the red staircase that you can see in this room now. There is a clip of Uzi and another medkit at the top of these stairs. Now open the door at the top of the stairs and go and eliminate the enemies. There are steps that lead down to the stage, and places between the steps. There is a silver key and a rocket launcher on the stage. Grab them and get off the stage. To the left of the stage you will see a high red curtain in the west. If you go through the curtain, you will get some night vision goggles. Now go back up the steps to the door. If you turn north as you approach the picture, you will see a clip of Uzi and a smoke bomb on the ledge. Jump and grab them and leave this room. Photo: Silver Key. Go back to the dojo room, it had good luck cookies. When you reach the center of the training mat, turn left to north. You should see the hallway leading to another room. There's a Ripper heart in this room in the middle. Get a heart as well as a medkit in the room if necessary. Continue to go northwest to the outer area, which has wooden pillars that connect at the top, and kelvar armor hanging from the center on the chain.

Here's how to get that armor. On the brick wall to the west you will see some Shurikens sticking out in the wall. There is also some Shurikens on the wooden pillar. Go for Shurikens in a brick wall until you stand on the highest Shuriken. Now jump as far as you can to the armor. If done properly, you must now have full armor. Photo: From here you can get to the reservation of Kevlar. Now go back to where you took the Ripper heart there are two doors that you can see in this room. One of them takes the golden key, and the other takes the silver key. If you like, you can enter the door that takes the silver key, but it is not necessary in order to finish the level. Instead, lets go to another silver key door. Return to the dojo training hall where you've got good luck cookies to turn clear around the left and go down the stairs. Stay left and go back up the stairs to the big door and return to the room with the gong. Turn west and up the ramp and open the door that takes the silver key. As soon as you open the door and go through Doorway, there is a small planter on the right that has a bonsai tree and a little Buddha in it. If you need health or shotgun projectiles, you can go down the corridor and turn left where you have to see the fire providing light with health and shells underneath. Illustration: The golden key in the hidden in this little planter. Go back through the door that takes the silver key to get into the room with the gong and walk through the door that takes the red key that is in the north. Now you have to go back to the starting room. Watch out for the moving column and run past it. Now walk west to the other end of the room where the golden key door is located. Arm yourself with a Riot or Uzi pistol and get ready to fight your enemies close-up. Once you open the golden door, there must be some enemies near you that will include at least a ninja and a guardian. Kill them and walk up the steps. You should see a straight path leading to the wall with a picture on it. Go to the strait until you reach the picture and turn left where you will see a grenade launcher and a bronze key on the floor. Photo: The final key of this level is ahead of you. Now go back to the starting room and go to the door that takes the red key. Now open the door that takes the bronze key. There's a ninja here, so take care of it. Now just press the switch to finish the level. Now you're on the next level - Raider from Lost Wang. Van.

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