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## Monkey ninja typing game

By Marie Look Typing games are suitable for children as young as the age of elementary school, and are a great way to motivate children to get familiar with a keyboard. As word processing skills and the ability to easily navigate software and the internet become increasingly important in the job market, children who practice typing and other keyboard skills from an early age are quickly placed at a significant advantage over those who don't. Typing games that are fun and fun are often better learning motivators for children who don't respond well to more traditional and standardized typing lessons. As more universities and companies integrate computer-based technology into day-to-day operations, overall computer knowledge and keyboard skills become necessary to achieve success both at school and in an office environment. The use of typing games can dramatically improve a child's ability to type quickly without constantly looking at their hands. Children can also learn the importance and associated rewards, complete tasks accurately, improve their spelling skills and be able to navigate a computer's operating system. There are a variety of typing games for kids to choose from, including computer software programs and online games. Exercises can be key, hand or finger based, and come in the form of tutorials, exercises, activities, tests, or a combination. Many children's typing games feature characters and concepts easily appreciated by children, such as characters and friendly-looking animals, sports, cheerful music and bright colors. Choosing a game that reflects some aspect of the child's personality or interests could lead to more enthusiastic use and therefore better results. At an online retailer such Amazon.com, good software typing games can be purchased for a reasonable price. Two popular sports-related typing games are All-Star Typing from The Learning Company and Jumpstart Typing by Vivendi Universal Games. All-Star Typing is suitable for children 9 years and older and features basketball and football themes, while jumpstart typing features typing classes with climbing, skateboarding, bean and snowboard themes. Some software games with friendly animated characters include SpongeBob Squarepants Typing 2008 by Encore Software and Disney's Typing Adventures with Timon and Pumbaa, which is suitable for children 6 years and older. Another game, Typing Warrior by SelectSoft Publishing, is action-oriented, allowing children to blow enemies ashore, at sea and in the air, according to the product description in the A great benefit of online games is that many of them can be used for free. Learninggamesforkids.com provides links to a number of free online typing games, such as Novel Games Ghost Typing, a game for advanced beginners that focuses on speed and and the BBC's Dance Mat Typing, which is an introduction to typing for children aged 7 to 11 and an excellent game to familiarise a child with the keyboard home row. In Freetypinggame.net, most typing games allow the child to select their level: beginner, intermediate or advanced. When Freonlinetypinggames.net, registered users (registration is free) can check their improvement by viewing how they rank with other users in a high score list. Try entering the phrase free online typing games into a search engine to find more games. An excellent way to assess a child's current typing skills is with a free online typing test. Often, the results of such a test can be used to determine appropriate typing games or typing software, based on the apparent strengths and weaknesses of the child. Enter the free online typing test phrase in a search engine to get a list of websites, and then choose a site and test that is best suited for your child. YouTube link to mobile viewing When the news came out that R-Type had been officially released on Android, I was very excited, yes, r-type is technically a year older than me. I still played laundry in the street growing up, and old games in general still occupy a weak spot in my heart. Simply put, this is an amazing and authentic door. There are eight levels, two difficulty modes, and enough powerups to make you continue in hopes of winning the damn game. It is also supported by OpenFeint, which is the only new and non-authentic addition to R-Type. If there's one thing that stands out, it's how brutal the R-Type is. That's not a bad thing, but it's a good reminder and how much games spoil people these days. Take a hit? Boom, your ship is gone. Are all your lives exhausted? Sayonara, buddy. You're going to come back in the beginning. That's probably the most fun part of the R-Type (plus a well-placed load shot). It's hard as you remember, and if it's your first time playing, put on your big boy pants (or girl) and lie up, because the gameplay is as relentless as possible. And that's amazing. Some people argue that the touch screen doesn't control the ship very well, but I haven't experienced any of these problems, especially on a tablet. On the contrary, the only problem I had was stretching my thumb too far and having to reset your position, but on the phone screen, you're going to be hard to do that. The answer is actually very good, and your right thumb is completely free to fire any powerup you may be saving or loading your cannon to explode through a large group of aliens. For those who grew up playing this game (or even those who are looking bit of a retro experience), R-Type is a must. This door is so well made and so faithful to the original, it can take you back to your days standing on a stool, pumping rooms into the arcade arcade machine You've been blown up... Again. It's that good. R-Type is a bit expensive at \$4.13, but for the hours (and hours and hours) of gameplay you'll start trying to beat it in normal (and don't forget hard mode), it's totally worth it. For seniors and newcomers, r-type should be in your game library. We have download links after the break. Follow the latest daily buzz with the BuzzFeed Daily newsletter! Follow the latest daily buzz with the BuzzFeed Daily newsletter! Ninja Turtles Prepare to Fight in Mutants in Manhattan | Source: Platinum Games It's hard to believe that Teenage Mutant Ninja Turtles have been around for three decades. Its enduring appeal says a lot about the power of a good brand, and about children's timeless love for pizza-chewing vigilantes. His latest video game incarnation is Teenage Mutant Ninja Turtles: Mutants in Manhattan, a brawler that is not based on the new films, or related to the ongoing Nickelodeon cartoon. This is a new vision of a beloved franchise. But is it good? Let's grab a hot slice of New York style pizza and dive in we'll start with good news, and then break your turtle-loving heart with a lot of bad news. The presentation is that solid mutants in Manhattan look great, with cel-shaded graphics that make it look like a live cartoon. It's relatively funny, too. The cut scenes tell a story punctuated with humor and solid characterization of turtles. Donatello is the science guy, while Michelangelo exists to make jokes, often based on how much he craves pizza. Accelerated action If there's one thing platinum games developer stands out for, it's action. This game offers a lot of it, with a mess of attacks, dodges, parries, grinds and special moves to keep things moving. You can even run up walls to fight the Foot Clan on rooftops. It also puts all four turtles on the screen all the time, and you can switch between them with the push of a button. Each has four unique special moves, so once you get the hang of it, the combat flows with satisfactory speed. It's chaotic Source: Platinum Games On the other hand, with all four turtles in action and the usually soolate groups of enemies of various types messing up the screen and launching attacks in their own way, things quickly become uncontrollable. There's a lot going on on the screen to get some idea of what you should be doing – let alone to avoid or parry incoming attacks. I often lost sight of my character on screen, which made it impossible to avoid attacks and hoped for the best. Confusing upgrade system Each turtle has four special slots You can acquire new moves for each character and update them all as you progress. Seeing that you can switch between turtles at any time while you play, play, means you always have 16 special moves available to you. This is too much to remember, especially when foot clan enemies are crowding into you and you can barely remember which turtle you're controlling. With so many ninjutsu moves thrown at all of you at once, pumping points at them between levels seems an important task. And forget to buy new ones, because that would only confuse things even more. It's repetitive The levels, on the other hand, are not confusing. Each gives you groups of enemies to fight until you kill them all. Then you move and fight another group of enemies. Fight enough groups of enemies, and the gateway to the boss opens. Even the bosses are repetitive, because you have to fight all the bosses twice. The second time you have to fight all of them in a row, which is equal parts brutal and tring. Recognizable bosses The bosses in question are like Bebop, Rocksteady, Krang, and a handful of other villains that fans will recognize. They're pretty much what you'd expect. Although bosses are occasionally pleasant to fight, they can take a beating like no one else. For some reason, each boss has seven health bars, which makes fights welcome (and then some). The game is short While the bosses lead to win, the overall game is short. In the normal difficulty scenario, mutants in Manhattan take only about six hours to complete. Your online co-op mode can give you some replay value, but only a limited amount. Without local multiplayer talking about cooperative, one thing that could have made mutants in Manhattan more fun to play would be the local co-op. After all, even bad brawlers are better if you can play with someone sitting next to you. Unfortunately, this is not possible in Mutants in Manhattan, because the multiplayer mode of the game is only online. Instead of handing a friend the second controller, your friend has to buy a copy of this game deep below par, go home, come in and play it at the same time as you. That's too bad. Conclusion: Jump there is no good way to say this: mutants in Manhattan is a mess. It feels overwhelmed with upgrade systems while still sterile with clever game design ideas. The content he has seems severely padded - and that's just to make it a six-hour game. Whether you're a Ninja Turtle fan or not, don't spend your money on it. Follow Chris on Twitter @\_chrisreed Check out the cheat sheet on Facebook! More from Entertainment Cheating Spreadsheet

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