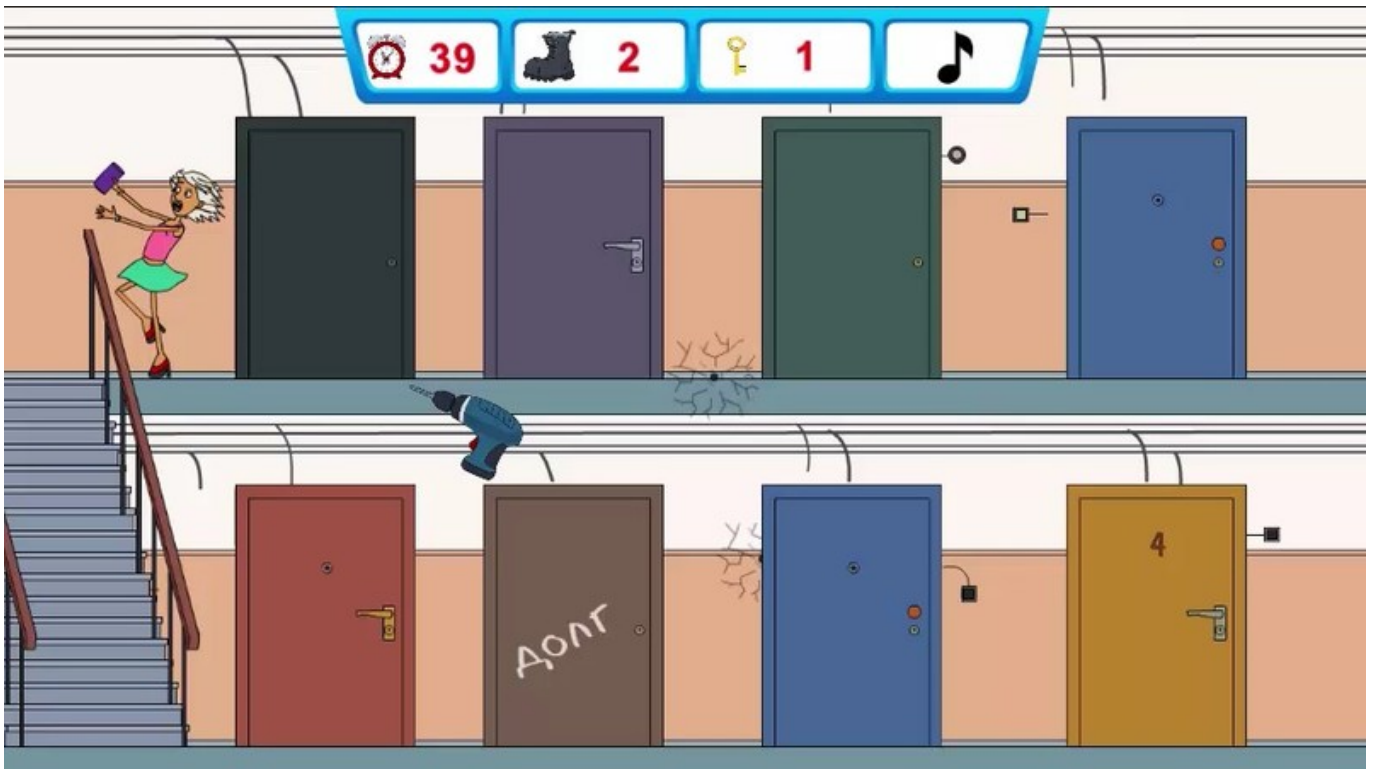

KickHim Download Blackbox



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About This Game

Kick him - it is very fun game for haters furious neighbors. In life you can not always pour out their anger on a stranger, which starts early in the morning to make repairs or the like to annoy you. But in this game you can do whatever your heart desires. Kicking, beating, drilling them. Very bright and interesting fascinating game. You can choose every time new and completely different players more similar to your neighbor. You can choose different items that will be hitting him, for which you earn money, collect points and pass each time more and more difficult levels.

Title: KickHim
Genre: Action, Adventure, Casual, Indie
Developer:
Pokshevanov Pavel
Publisher:
Pokshevanov Pavel
Release Date: 10 Sep, 2016

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Minimum:

OS: Windows XP / Vista / 7 / 8 / 10

Processor: Core 2 Duo or higher

Memory: 256 MB RAM

Graphics: 256 mb

DirectX: Version 9.0c

Storage: 200 MB available space

Sound Card: DirectX compatible sound card

English,Russian







Garbage mobile game, avoid this crap. Refunded.

My Score - 0/10. I really can't in good conscience recommend this game. Sorry :(

Dear Diary,

I bought this because I'm an impulsive shopper and I also hate my neighbors! I thought, 'Why the f--- not? It's \$0.59! I vacuum at least 5x that weekly when I clean.' Buyer's remorse and I often walk hand in hand.

When you have neighbors as \u2665\u2665\u2665\u2665\u2665 as me and have the misfortune of living in California where everybody wants to hug idiots instead of beat them with a hose like we used to when I was a kid a game like this catches your eye. But I digress.

I call my neighbors the Billy-Jim-Joe-Bob-Draculas. In the states it's common for hillbillies to have 4-5 first names. No I'm not making his up, I have a friend named Steve Arnold James Brian Mortenson III.

If you do anything at all and there is daylight out(doesn't matter if it's 9am or 4pm), one of them is gauranteed to open their window and shout, 'Some of us sleep during the day!!!!' They have even been known to yell at parcel people who deliver packages to the other neighbors here. Seems to be a weird Hills Have Eyes situation in that house and I really wouldn't be surprised(based on their usual behavior) if they actually had a network of tunnels under their home since there is about 15 people living in that little 2 bedroom condo. I would say that they are gypsies or something but they never move. Gypsies at least travel a bit and get some variety.

Alas, this is all I know of them: They hate daylight and there are a bajillion of them. *shrug*

By now you're probably thinking, when does this stop being about her neighbors and start being about the damn game!? The wait is over! Here is my review:

This game was fun for a few minutes but after a while becomes near impossible to beat(for me at least, maybe I'm old and slow).

It's basically whack-a-mole with neighbors and doors. You can smack keys that fall down and buy upgraded weapons but the default one worked the best for me. At first it was a little fun-- The door would open, I would boot them in the head, they would run away, and I was victorious. Eventually though, there are more doors and they open and close faster than you can click them. Sometimes you get lucky and a small clock falls down that you can click and that slows them down, but you have to have some pretty good reflexes to advance to the end I think.

I gave it a good effort for 10 minutes and I have to brutally honest and say that this really should be a free game.

. Now, normally I put at least 2-3 hours into a game and more time will be put in if required, however as of the time writing this review, I've only gotten 18 minutes into the game....because that's all the time required to complete the game and get all the achievements.

Gameplay in KickHim is basically what's expected once viewing the trailer. Characters appear from behind a door you kick them using your mouse and see how many you can kick in 1 minute. Do that 10 times and you've completed the game because by that time, you'll have gotten to the final stage, completed the final stage, unlocked all the achievements, unlocked all the characters and bought all (4) of the different weapons that can be purchased from the store. Difficulty does increase during the game but even on the hardest difficulty, the game is still so easy and boring.

Graphics are below average. The hand drawn city overview and stages are pretty decent to look at but the characters in the game have only 2 frames of animation. If you want an idea of what the animation is like, just imagine drawing 2 different animations on 2 pieces of paper and flip them past each other quickly while the animations are in 2 compeltely different stages. That's what

the animations are like in KickHim.

Due to the game being so simple, there isn't really much left to say. It's boring and there's nothing really interesting about it.

Pros

+ Graphics are for the most part okay

Cons

- Boring gameplay
- Stilted animations

Final verdict: 3/10

[My curator Group. https://www.youtube.com/watch?v=nyzc66hk1zk&feature=push-u-sub&attr_tag=34ndq_LAvyg-6.](https://www.youtube.com/watch?v=nyzc66hk1zk&feature=push-u-sub&attr_tag=34ndq_LAvyg-6) Your basic flash game you'd let a toddler play to help develop motor skills. You click on the person behind the door that opened to kick him or her out and send them on their way. Collect keys to buy new "weapons" (limited to a baseball bat, powerdrill, and a gun that doesn't need ammo) which are picked up from the store at the bottom of the screen. As you progress to the fifth set of levels the difficulty drastically increases and you'll need to rely on falling alarm clocks to slow down time and the three continues you are given. Each level requires you click a certain number of people which you only learn by hitting that number and turning it from red to green on the heads up display.

[The music's bland, there's no real goal, cartoonish characters and the background look as though they're from a British child's cartoon torn out of the 90's but flatter, and later levels are virtually impossible without a rapid fire mouse or auto-clicker program. If you intend to get all achievements, or try to enjoy more than five minutes with the game, then you'll need to download one or a worthy hotscript code. Check any clicker game forum on here and you should be able to find one without a problem \(I found mine on a Tap Heroes achievement guide\).](#)

[The only real point to own this game is to work on motor skills, reaction time, or hand/eye coordination for children or the handicapped. Other than that it has some quick achievements if you have an auto-clicker. Originally the achievement to kick the tenant and key at the same time does not unlock, but it has been fixed, so 100% completion is now available. But, if you don't fall in any of the aforementioned niche categories, you're better off just passing this one up.. this isn't a great game based of the fact theres is alot of games like this you can get for free i would not reccomend buying this game it's mainly good for reaction times and getting steam badges but i have no real intrest in the game. \(this is all my opinion im sorry if i offended anyone and sorry for my grammar and punctuation.\)](#)

Avoid at all cost, if you're not into easy 100%.. Simple little clickbait game. Doesn't save your progress so if you lose or quit you have to start all over. I like it because its quite a fast game and you've got to have your wits about you.. KickHim, just kick the unwanted person right after he\she open the door.

+It's quite challenging, especially near the end level.
+5 Steam Trading Cards are available.

-Repetitive and boring gameplay
-After you spam 'kick' button and leave a mark in the wall, it will make the game more lag.
-It's too expensive for a game like this (except you have discount coupon).

Not recommended: 5\10. KickHim is a silly little game in which you have to kick tenants out of their apartment building. The mechanics of the game would put it into the "Whack-a-mole" genre.

You are shown a set of doors, on two levels of an apartment building.
When any door is opened by a tenant, you need to click on him\her with your cursor, which is a boot. (Apparently, you are playing the role of an evil landlord, who is booting people out into the street.)

There are 5 game levels, each with several rounds.
You have to boot out enough tenants to be able to progress to the next level.
It starts off easy, with just a couple of doors.
The higher the level, the more doors there are - and then the doors open and close very quickly.
That's when it starts to get harder.

If you lose, you have three chances to continue with the game, but if you lose after that then you have to start all over again.
I played the game back in 2016, and didn't make it past Level 3.
Now, three years later, I gave it another go - and beat all 5 levels! Either the developers nerfed the game, or I was "in the zone".

There's not a lot of replayability in it, but it can keep you entertained for an hour or so (or less, if you're not a patient person).
It's a very basic game, but I can recommend it for a bit of fun.. Simple Game. Similar to Whack-a-Mole concept. Would Recommend when it's on Sale.
Trade Cards + Easy Cheevos.

- Poorly created. Registry when kicking fails sometimes (especially with keys)
- Not a lot of variety. (Only Slow Time, Also same animation whether you are kicking or using chainsaw)

They could have add a lot more simple features to it to make it more fun. Instead of only increasing speed as you go up in level.. KICK ME PLS. What the hell is this game?. It's pretty much just an early 2000's flash game. I got it super cheap so I don't care I guess. but it's not something I'd suggest buying unless you want to add more easy 100% achievement completions to your profile.

You see my total playtime? That's how long it took to get every achievement. Save your money lol

Pretty much the only reason I'm keeping it myself.

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