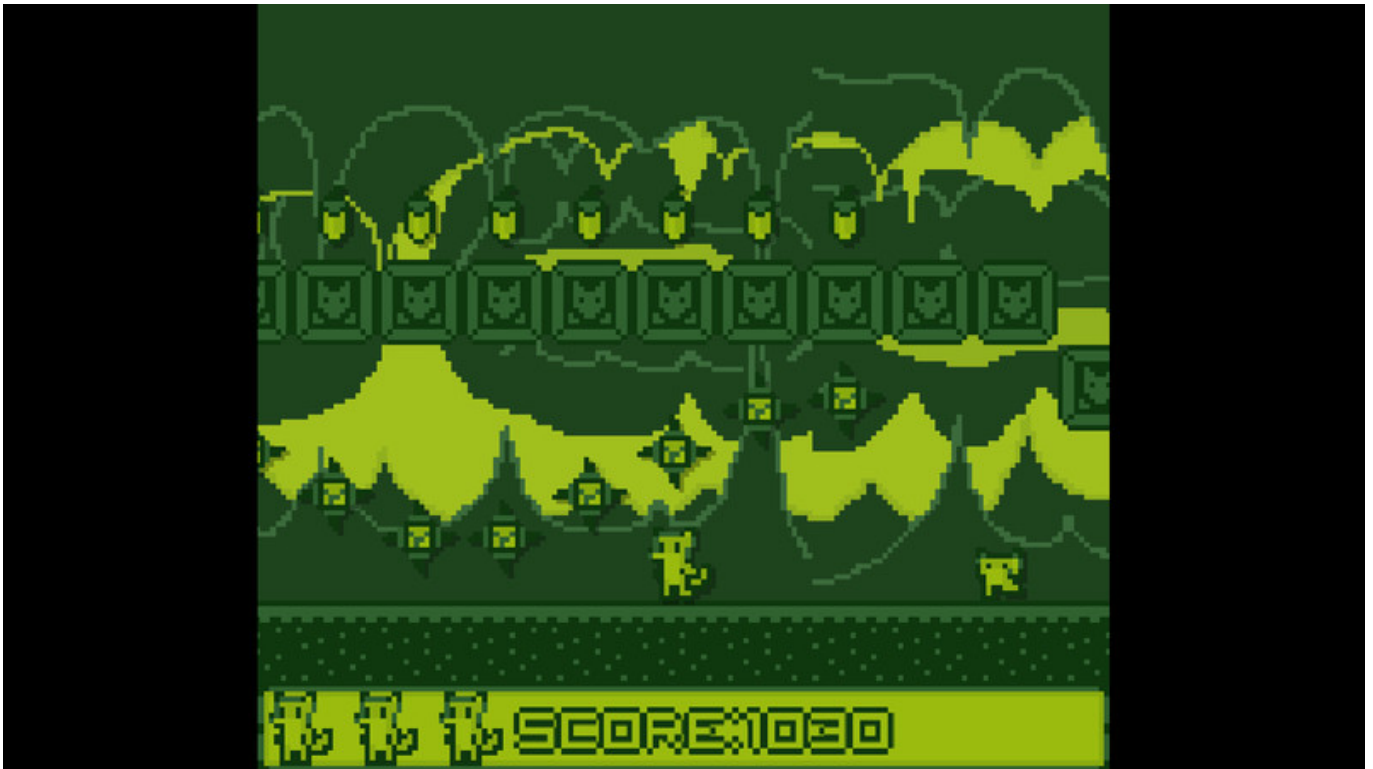

Fitz The Fox Crack Highly Compressed



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About This Game

Play as Fitz the Fox in this simplistic, retro style platformer. Help him through all the levels across seven different worlds to save his family from the hunter Willie and his gang. Designed to resemble a game for a classic portable game system with simple game play, pixelated graphics, and a 4-color color pallet. This callback to our childhood will test your skills, capture your imagination, and leave you satisfied when your quest is complete.

Features:

- Awesome Soundtrack by Zombie Pixel (Free with game)
- Full XBox 360 controller support
- Unlock-able game modes
- Shotgun Jumping!
- Has more than three colors!
- And so much more!!!!

Title: Fitz the Fox
Genre: Action, Adventure, Indie
Developer:
Bread Vision Studios LLC.
Publisher:
Bread Vision Studios LLC.
Release Date: 6 Aug, 2015

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Minimum:

OS: Windows Vista, Windows Seven, Windows 8.X

Processor: 2.5 Ghz Dual Core

Memory: 1 GB RAM

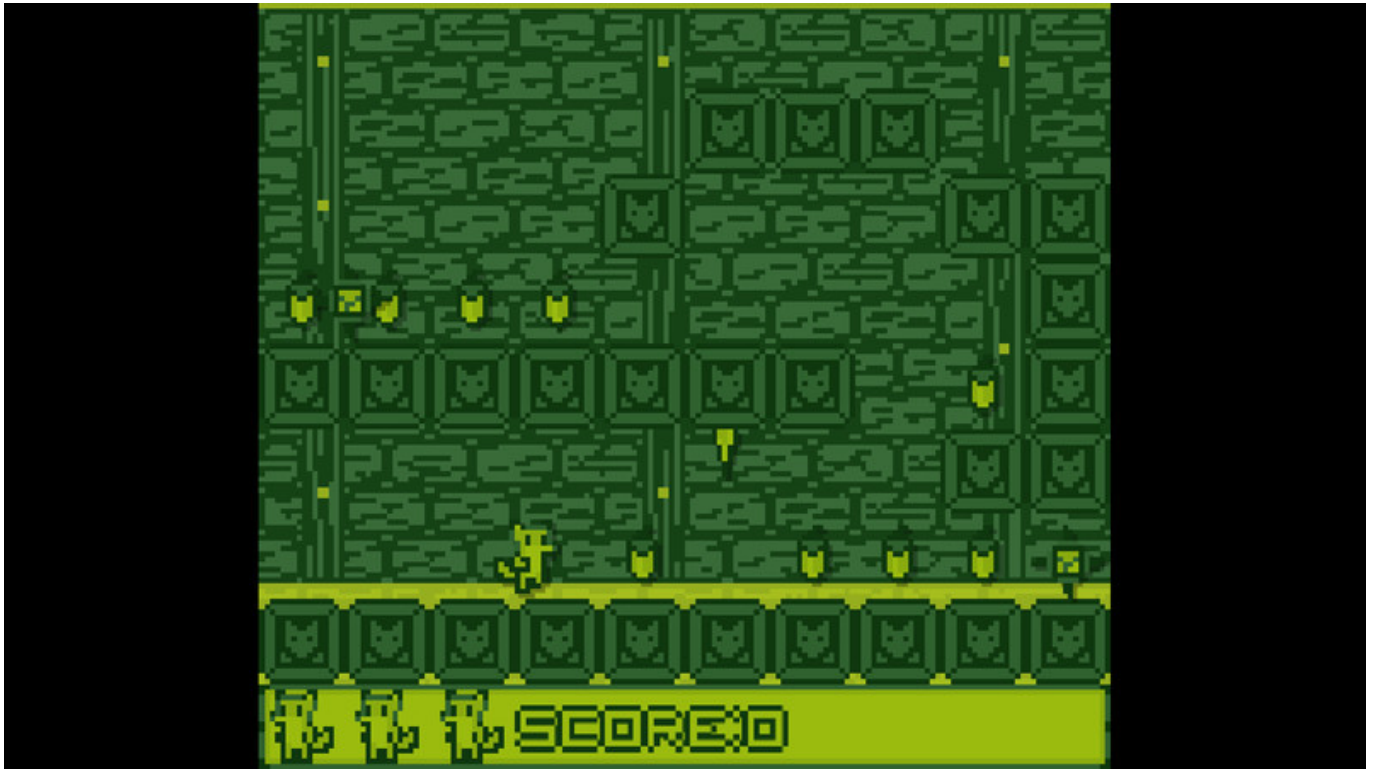
Graphics: DirectX 9.0c compatible card

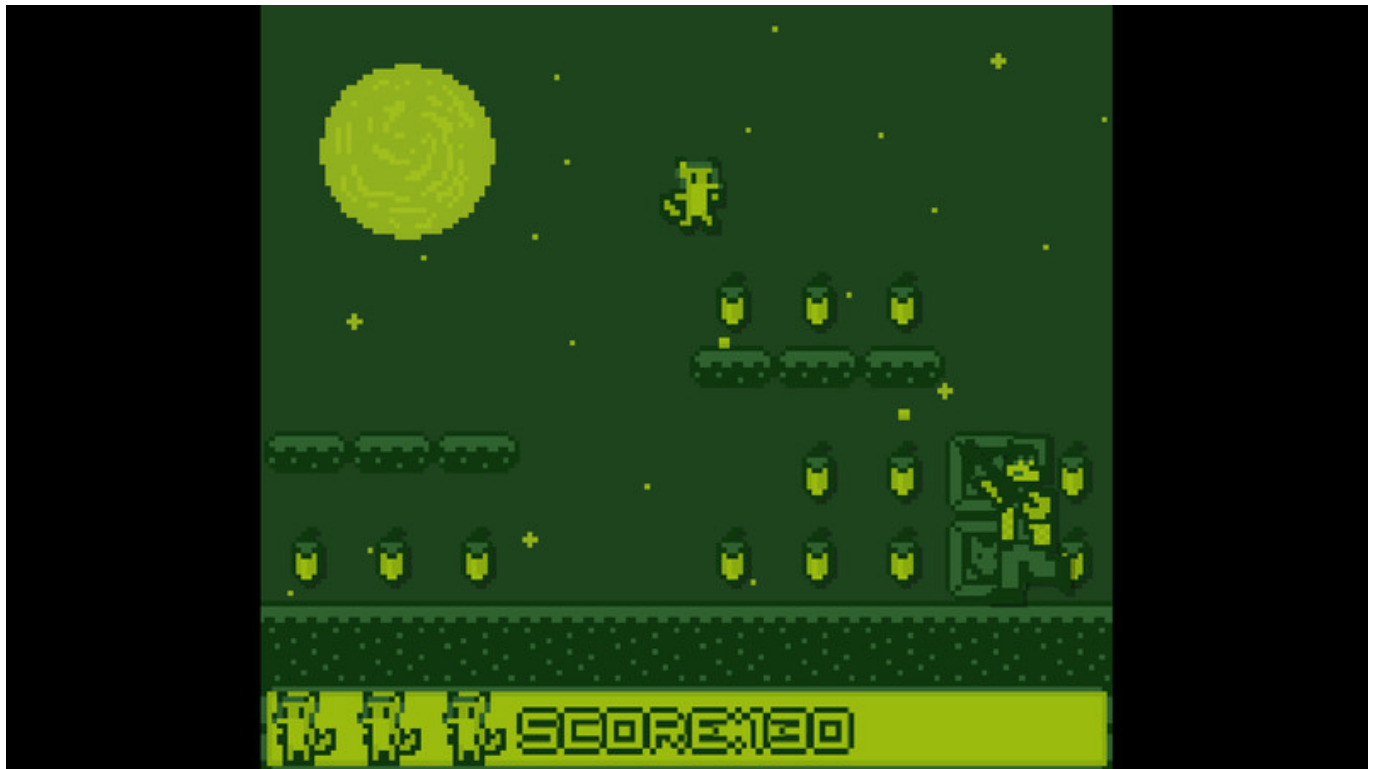
DirectX: Version 9.0c

Storage: 100 MB available space

Sound Card: DirectX compatible card

English







fitz the fox. fitz henley fox 5. fitz henley fox news

Keep in mind, this game can appear to be deceptively easy.

The first few levels are simple and straight-forward. You run, you jump, you collect acorns and bop enemies on the head for points. Maybe the "touch anything dangerous and you instantly die" system should have been a bit of a warning sign, but still. It looked fun, and after forty minutes, it still was fun.

Then the next fifteen minutes were spent struggling to complete one set of levels in particular where the enemies were frequent, the unstoppable moving spikes were all over the place, and enemies could happily decide to shoot at you from off-screen, giving you not enough time to react to them.

It's still a neat little game, and it's cheap even at full price - and you get the really nice soundtrack as part of your purchase, which is nice. But for me, it's just a little too difficult for me to have fun beyond the first third or so of the game.. nice retro game with great music.

playable with Xbox controller.. Cute n' Fun Platformer.. Brought it, found the game and visuals pretty heartwarming, like those old 2d Gameboy games. The game is short but it was worth what I paid on it. Ah, and I sincerely laughed when I found the pink fox. That was unexpected.. A simple but fun platformer about a fox named Fitz. Basicly it's a gameboy game. If you enjoy that then it's a easy sell. For someone who does not enjoy Gameboy graphic's, basic platforming, or the color green, then you should stay way. BUt for being so simple it's effective. Well worth it if on sale.. Cute game. I enjoy it.. If you like easy games with fancy new gen graphics, then this isn't for you, live in the furry skin of the fox trapped in a weird love story.

A little tip is, if you die, when you respawn try to kill all the enemies you can, that way you can earn more score which gets converted in extra lives when you need it!!!. Cute game. I enjoy it.. Girls Fox with shotguns... and make 360 no scope.. 10/10. If you want to play a platformer/rpg/puzzle/bullet hell/anime/zombiecalypse/tank romance, then this is not your game.

If you want a gameboyish cute little fox platformer without too many bells and whistles, but with a nice atmosphere, then this is for you. Before the first boss you will only jump around, avoid and jump on enemies and collect nuts. After finishing him things get more complicated :)

Well worth it's price, especially now that it's on sale.

I love gameboy games, but as an homage, this is hit and miss. It looks very like a gameboy game but sounds nothing like a gameboy game. The gameplay is charmingly basic, but... Very very basic. One button to jump on enemies, instant death from any attack, 3 lives. I also didnt run into any bosses in 8 levels that i played. I struggle to think of a real gameboy game as basic as that. In real GB games theres usually an extra hit, a power up, a gimmick, anything, to make the game more interesting. The worst issue is that there is completely inexplicable lag to changing direction. Thats not even a thing in gameboy games, which played snappily and responsively. In a platformer, thats a serious problem, especially with the occasionally cheap or unreasonable enemy placement. A word on the difficulty by the way... It seems less like "As hard as they used to make them" from the perspective of an 80's kid who grew up with a grey chunky GB original, squinting at a ghosting, dark screen directly under a bedroom lamp... And more like a kid that thinks the GB is retro actively cute, finds out the games are supposed to be hard and immediately tries a bit too much to make it hard. I didnt make it far before i saw levels that are just hard for the sake of being hard. Next time put "fun" and "playable" above "hard" in the design document.. its good

(ok thats a joke but seriously i actually kinda like this game). I cant reccomend this game, at all. The problem here is the checkpoint system. I can't believe that I have to do again 3 previously beated levels because i finish my lives. Being a difficult platform makes it so frustrating that takes off all the fun. Really disappointed, considering that I was loving the graphic and level design. But for me, it's unforgivable a lack of checkpoint or just, a save mode between levels. Sad because game is good but I dont wanna replay all over and over levels i beated already.

NOT FUN.. I love platformer games, and Fitz the Fox gives off that retro-like vibe. The 8-bit music really makes you about when video games were just pixelized. I recommend this to anyone who's a fan of retro games.. The game? Quite ok but don't quit your day job to become a pro just yet.

The Soundtrack? Sweet sweet tracks in this game. Buying the OST might actually be worth the money.

And that is all i think is needed to say about the game. What you see is what you get.

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