Fitz The Fox Cracked Download

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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!!1!

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

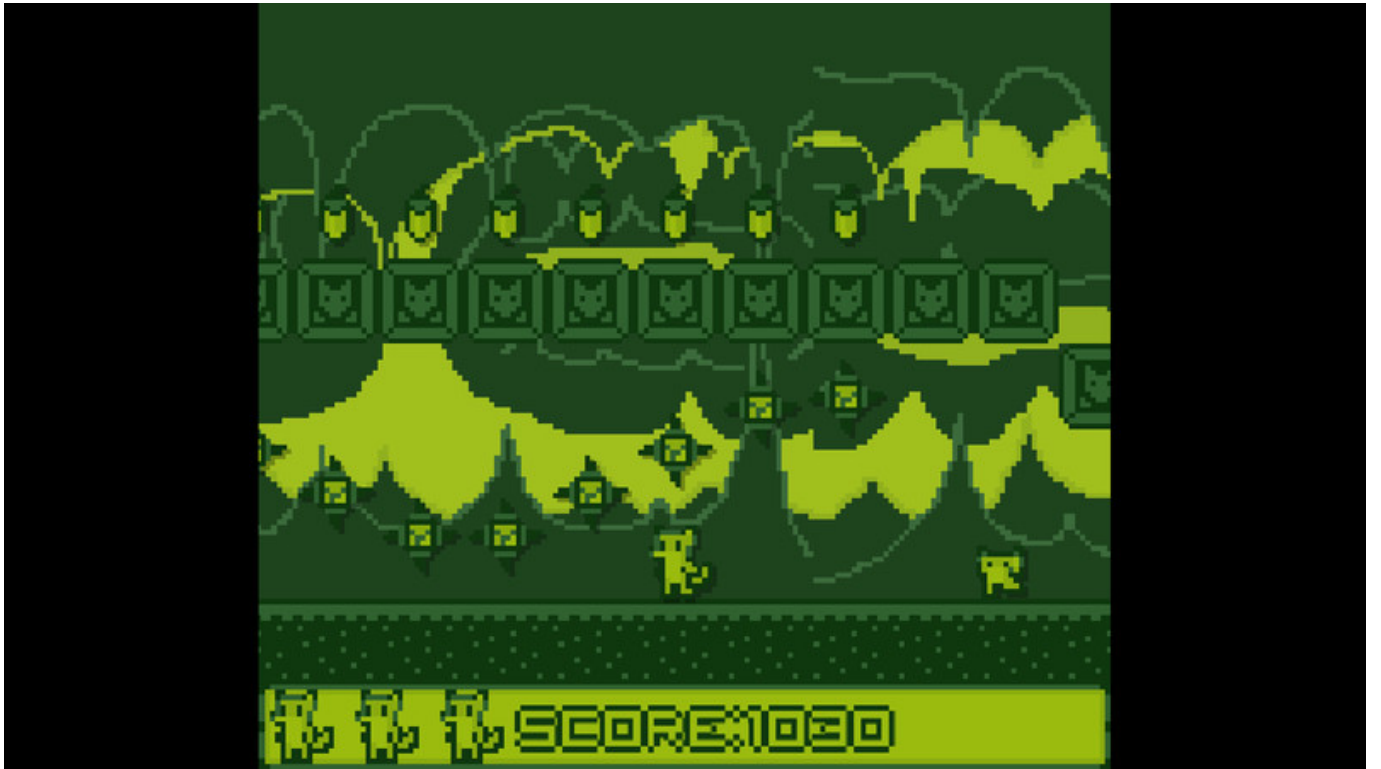**Graphics:** DirectX 9.0c compatible card

DirectX: Version 9.0c

Storage: 100 MB available space

Sound Card: DirectX compatible card

English

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Thank Based OP for delivering my dubs. With snappy controls and level design to keep you on your toes, Fitz the Fox is an enjoyable game with a fun retro style.
EDIT the soundtrack is amazing aswell. Its gonna be stuck in my head for days!. nice retro game with great music.

playable with Xbox controller.. There's nothing really that sets Fitz the Fox apart from any other platformer. It's got a retro look, sure. There isn't much of a story. But for a game that requires precision platforming, 30 FPS (as of 9.2.15) doesn't cut it, for me at least. On top of that, the controls feel fairly "floaty." I'm having a hard time believing that the largely positive reviews of this game are legit.

Not worth it at this price ($7.99), definitely not. But for $0.20 or in a bundle? Why not. Cards. Achievements. Maybe 15 minutes of amusement.

Edit: the 2.4+ hours of gameplay was mainly afking for cards.. Disclaimer: I am biased towards loving anything that features a fox or foxes as the protagonist(s).

So, I bought this on a whim, simply because the titular character is a fox. Imagine my pleasure when the game turned out to be actually playable! I haven't finished it yet, but I will give you my impressions so far.

The gameplay and looks harken back to platformers of yesteryear. It emulates (in the traditional sense) the console experience of the late 1980s, as well as the handheld gaming experience of the early 1990s. If you loved your gameboy - no matter which kind you had - you will feel nostalgic as you play. The Gameplay is fairly tight and responsive, Death by platforming was always my own fault. The sprites are adorable; I'm glad that Steam Emoticons were made of them.

Some criticise the controls as "floaty" and call the game "too easy" - check their game acheivements and playtime - they didn't play long enough to get used to the physics or get past the easy first few levels.

The gradually escalating difficulty might frustrate newcomers to the retro platformer gametype, or those old-timers like me who might've been a little rusty before picking this up. It's not too difficult, once you get used to the game and how it plays, and the developers made it possible to gain enough points per level to essentially go on indefinitely, so long as you collect every acorn and destroy every enemy.

The gameplay is varied - you're not only platforming, but once you save Fitz's vixen and get a gun, the gameplay changes. I've only defeated one boss, and this makes me wonder if the re will any more new gameplay elements introduced. Only playing will let me find out, and I wanna save those foxes!

Another element that caught my attention and surprised me, is that the music is above-and-beyond what it needed to be. There is a healthy variety of tracks, which don't loop too quickly (though if you get stuck on a stage, you might hear the same track for a while). The music is funky at times, haunting, or happy, or panicked at other moments, and does a great job of conveying the emotions of the foxes involved, despite the primitive appearance of the game. Great job, devs!

All in all, this is one of the best platformers I've played in years, and would have stood shoulder-to-shoulder with the great platformers of yesteryear, had it been released then. Buy this, it's more than worth the asking price!. A very cute game, and I get the sense that there's a lot more too it than meets the eye, but sadly I don't think I'll ever get to see it. Fitz the Fox is fun at first, feeling a lot like the classic Super Mario Land games, but there's one thing that sets Fitz apart from the plucky plumber: He's sluggish.

Controlling Fitz may seem fine early on, when the game is throwing slow moving enemies and jumping puzzles your way, but when you get to the world with blocks that crumble when you stand on them, a old-time platformer staple, suddenly the difficulty ramps up steeply. The blocks require frame-perfect timing to get off of before the crumble, and Fitz has about a 1 frame delay between when he lands and he can jump again. Coupled with the lives system and having to restart a world when you game over, this is the point where I gave up.

Call me a filthy casual if you want, but replicating the feel of old games doesn't mean you also have to replicate their worst elements. Maybe if things were tweaked a bit, I could reccommend Fitz the Fox, but as it is, it's just frustration without reward.. What does the fox say?

Fitz the Fox is a platform game that is stylized after the original Gameboy era. Like many games of that system, things are kept relatively simple and easy to access and play. You play as Fitz the Fox who is on a picknick with his girlfriend/wife (is that a typo) and his son when suddenly his family is kidnapped by a bunch of hillbilly hunters. Armed with your mighty arsenal of jumping on top of and over things, Fitz must face all obstacles in order to save his family and the day.

Anyone who is familiar with the spinach colored Gameboy will appreciate the multiple shades of green used to paint the world of Fitz the Fox. The game is easy to pick up and play and the animations of the protagonists are so cute. That's right, I said PROTAGONISTS, as in, you will eventually play as two characters. I was actually quite surprised by this and appreciated the new play style that was offered. I also liked the music that played during my playthrough. It really picked up during the post end of the game and it actually got me kinda hyped up. Don't expect a massive adventure, though, as there are only three boss battles, including the end boss. The game should take about 1-2 hours to complete which is pretty short but I was still able to enjoy the playthrough, including the simple ending. There are a couple of hiccups, though...

First of all, the hitboxes are a bit inconsistant. There were many times where I would jump directly on something aaaaaaaaannnnnd it killed me. This happened quite frequenly. Also, the blast radius can be deceptively large for no reason, as well. This will be most noticeable during the last boss battle and the missles launched at you. Speaking of the last boss....its RNG. Unless I'm missing something, there is really no pattern so I had to time my jumps, stare hard and wait for missles, hope I wasn't cornered, and prayed that my jumps cleared the bullets. RNG is grating. Sometimes, if you're not careful, you can smack right into an enemy that is off screen causing multiple deaths because its nigh impossible to dodge something that ypu can't see. The last thing that's annoying is this: the final level played with the alternate character. The game is pretty chill and slightly challenging and then you hit this particular level that can FECK RIGHT OFF! This is th Metropolis Zone of Fitz the Fox with an annoying length, vigorously and annoying sprinkled enemies and some of the most annoying platforming of the entire game. It's unnecessarily hard, out of nowhere, seems inconsistant, and completely throws off the balance of the game. After getting through this frustrating hell....the game was still challenging but felt balanced making the game bearable, again. There's hard and there's kaizo. Kaizo outta nowhere...no likey.

Is the game worth $4(I actually did pay full price by accident; I wasn't paying attention)? The game is good and I DO recommend it...but its a two dollar game. The game isn't bad and I know that its a bit old but if I can be completely candid, Arlo the Rabbit costs less and offers alot more. Despite my complaints, I do think that the game is worth buying and playing. I just think that $4 is a bit much. Once you get past that Kaizo nonsnse, you have a pretty solid, fun and chill game.

So wait a minute.....let me guess this straight...Fitz is a furry AND he's straight? What liquor-induced fever dreamed indiviual thought up this oxymoron impossibility? Maybe he hasn't fully "awakened", yet. If this is actually cannon, then, we need to add a sci-fi tag to this game or something 'cause this oil and water, bruddah.. 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.. its cool!!!. A very cute game, and I get the sense that there's a lot more too it than meets the eye, but sadly I don't think I'll ever get to see it. Fitz the Fox is fun at first, feeling a lot like the classic Super Mario Land games, but there's one thing that sets Fitz apart from the plucky plumber: He's sluggish.

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Have to cast another vote for "uninspired". It does look like a little slice of Gameboy, but that's not what it feels like. The controls are so soapy the relatively simple level design winds up feeling demanding, and that's not so cool.. What does the fox say?

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This game should've been free, it has no right to have a price-tag, let alone 4 dollars. Even then i wouldn't recommend it.. When I bought Fitz The Fox for a dollar, I was...not exactly clamoring to play it first. Fitz is awesome. The music is phenomenal and (I think) unique to a lot of platform games. The gameplay is challenging yet never unfair. And I loved how towards the end of the level, you included the match 3 blocks! Great job.. Cute game. I enjoy it.

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