
O'Fox Life Free Download

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About This Game

O'Fox Life - Platformer, the main character is a Fox. In the game you have to help the main character to take a long way home.

Features:
A good v 5d3b920ae0

Title: O'Fox Life
Genre: Indie
Developer:
O'Stinky lab.
Publisher:
O'Stinky lab.
Release Date: 31 Oct, 2017

Minimum:

OS: Windows 7

Processor: 1GHz

Memory: 512 MB RAM

Graphics: 256M

English

life of ox in 2018. lifespan of ox. life of ox in 2018. lifespan of ox

don't get this unless you really want the 2500 achievements? it's a horrible game that was just made to get a quick buck not to

mention it was made in gamemaker, probably will never be another update, save your dollar, please.. I used to like foxes before I played this crap This was supposed to be the third(week 3) game I was supposed to play for my month of cute mascot games. Let's get thisu2665u2665u2665u2665u2665over with. You're a fox and you have to get home. The look is retro and the sprite is a bit animated. The best part of the animation is the way it spazzes out when you start out. This game is highly recommended for people suffering from insomnia because this game will put you right to sleep. Do not play while operating heavy machinery. The music is an 8-bit style, grainy garble of noise. Water causes instant death as does platforms because you'll fall right through for no reason whatsoever. During my short playthrough(I didn't have the strength) leaps of faith were also required with death being the prize for the wrong jump choice. These are your obstacles as enemies were too daunting of a task to program but there was a purpose for this, you see, its marketed as a stress reliever game. u2665u2665u2665u2665 you. I know a troll game when I see one. I'm not mad at you because I did laugh when I finally put it all together. There are 2500 achievements and maybe, one day, I'll get 'em all. You get them by leaving the title screen idle. There is also no indication of where to go. No signs, doors, middle finger.nothing. You're just supposed to run into a solid wall to progress. This was so lazily done; the game should've just been a straight line. Judging by the way this game was poorly constructed, I'm under the distinct impression that the developers hate games, gamers, platformers, foxes, and life in general. I paid .25. This is marketed for .99. This game should be free and include a coupon for a Whopper(tm) upon download. This game proves that Jesus Christ died in vain. If you do buy this game, take the fox protagonist and drown the little fooker in the water over and over again. It may be the only way to get true satisfaction playing this game and to ensure a sequel is never made.. Asset flip, or not asset flip. I still have to figure these two words out since I find everything on the Internet. This game basically runs as a platformer, and has actually some quite enjoyable graphics overall. Ok, bye. The positive things are over. XD Negative things? Everything else. The controls are quite unresponsive; you don't have any kind of menu (start, about the game and exit are the only three lines of text you will read) and so you're forced to use directional keys to move and space to jump. You'll often fall off the platforms and so on but there's nothing to be worried about. Why? Well, the game consists of eight extremely short levels (about 20-30 minutes overall to beat everything). There are no enemies, you can just die in the water and instantly respawn or things like that. No added difficulty, no bonuses or upgrades. Plus, something that's quite strange even for these crappy games: no sound at all. You read it well. No effects, no background music, nothing. It's the first game I review with absolutely no sound at all on Steam. And for what concerns the achievement spam, it seems that the game resets the clock every time you log off so they're quite random but anyways, if we're here to review and judge the game and only the game, well, it sucks. A lot. It is quite funny that it's intentional. The developer himself, who has only this game on Steam by the way, tells us in the store page that intentionally he hadn't even put the most boring NES platformer music just because the player can relax and put on his favourite Youtube video. Seriously? Are we really that idiot to turn off and on effects or music and put on music by ourselves? I don't really get how this could add something to the "relaxing" value of the game, and the fact that everything's put on the store page seems only a poorly made mockery. And the fact that the achievements - which are of course the only reason that this game has, since it provides only short and stupid platformer levels in which you have to jump for two minutes and everything finishes without enemies or any other kind of thing you can think about - the achievements, as I was saying, are implemented in a buggy way that works differently from player to player and often stop and restarts whenever it wants so that you'll see players with 20 hours on this useless thing spent into idling without even knowing if or when they'll start to pop up. I also heard that many players had problems even to start the game, which is entitled by the way Game Maker - Studio. Definitely much effort from the developer. Anyways I didn't experience such problems, just got thrown into the stupid platformer without purposes. All the levels look quite the same, the graphics is the same, and the mechanics too; they're linear and require you to jump here and there and fall from the cliffs due to the poor response, so that you'll get on again another platform and eventually finish the level and move on to a level looking the same as the one you had just finished. Of course there are other bugs, but since you've got infinite lives - you'll keep on respawning at the beginning though, no checkpoints or anything else - it's not that important if you suddently die or fall in the water. Sorry for my headaches, but yeah games like these probably don't need long and detailed reviews xD It's just an asset flip (yeah I think I can borrow the word XD), a 2-minutes level without challenge repeated endlessly without any kind of objective or fun/relaxing element. 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