
Fortune Summoners Usb Download

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About This Game

Elemental Stones: stones imbued with the power of an Elemental Spirit, which grant the wielder of one the ability to control that element via 'magic'.

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Title: Fortune Summoners
Genre: Action, Indie, RPG
Developer:
Lizsoft
Publisher:
Carpe Fulgur LLC
Release Date: 30 Jan, 2012

Minimum:

OS:Windows XP/Vista/7

Processor:Pentium III 1.0GHz

Memory:384 MB RAM

Gra

English

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I've got a good gaming computer and the game runs like garbage on it. The frame-rate is so dreadfully poor, it makes the idea of DOOM (2016) being run on a Windows XP look like the fastest thing in the world. Like seriously, there's literally NO excuse for this game to run so slow that I have to press the same button on my keyboard a hundred times JUST so I can move to the next chat box or open a door. That alone makes the game one of the WORST games I've ever played in my life, and I can't even bother playing more than the first save point due to how bad it is. And it sucks because I liked where the game seemed to be going. The graphics were pretty decent too, I just wish that the frame-rate wasn't so god awful to the point where I want to give up and never play this game again. If that problem is fixed (or can be fixed), then let me know.. I really want to like this game but it's got some many issues for me that I just can't ignore them. Maybe I'm just bad at this game. Maybe the game is badly designed/badly balanced. It really doesn't matter because it doesn't change the fact that the issues are there. I only got so far as the Wind Shrine but the game irritated the hell out of me VERY quickly. The problems I have with the game: The controls are unresponsive and very floaty/icey. This is in regards to the movement and the attacking. Walking is very slow and I don't see why the default speed isn't just running, but when you stop running, you slide for a bit afterwards and the same happens with jumping. I assume it's a momentum concept but it makes some parts of the game very annoying. When attacking, the controls were unresponsive in the sense of Dark Souls 1, as an example. In DkS1, your attack frames with most weapons would fall behind the button presses, because the game prioritised attack frames over you actually hitting the buttons. This resulted in attacks either being ignored because you didn't press the button after the last frame (big issue while parrying, side-note) or attacks being "queued up" if you resorted to mashing the attack button. That's exactly what the combat in this game was like for me. Either attacks wouldn't be recognised or the button prompts for certain attacks just didn't work (e.g. wide slash). This resulted in me, for the most part, unintentionally button mashing the basic attack, which the game specifically tells you not to do. Stunlocking. Yeah, this game has it. If you get hit, you have a slight moment of stun, and this can happen over and over again. If you get hit several times like this you get knocked down and then you're temporarily stunned with no way to get out of it. There's other status effects like being frozen but you can button mash your way out of that. With this, you just get juggled around by the enemy with no way to do anything, because you're stunned. On the flip side, enemies either reacted very little or didn't react at all to my attacks, so as far as I'm concerned, you CANNOT stun ANY enemies up to the wind shrine, and that makes it ridiculously weighed against you. Whether not people like it, stunlocking will never be fun and it really shouldn't be a mechanic in any other game than player-to-player fighting games, and even then it's iffy but fighter games are made for that type of gameplay. There's this enemy called the Merkid that makes this a pretty big issue. He has a spear, and he can attack at a significantly longer range than you can from any direction and he attacks very fast. Needless to say, it's like the phalynx enemies from DkS1's painted world, but in a 2D environment. The Wind Shrine is a location specific to the healer, Sana, and she has to go off into areas by herself several times but she's and incredibly weak, which means that I had to repeatedly run back to town and then run back to the dungeon to fight the same enemies over and over again. It's not fun. If a party member dies, you have to travel all the way out of the dungeon and back to the town for them to revive with 1 hp, or die and lose 10% of your money. You can apparently get a "revive potion" but I didn't find any so far and you can only get new items in the shop by bringing them to the shop first, and even then it's in a certain order and only certain items. Also, to heal, you have to go all the way from the area you're at, to either an angel statue (and they are very rare AFAIK), or to the school's nurse, and it takes a long time to do either. Aside from saving at the end of a day, they're the only ways I found to heal and save without wasting items. If you enjoy these types of games, then go for it. I enjoy these games if they give enough room for people that aren't good at button-mashing beat em' ups, but this game didn't have very good controls or convenience for me to play it any longer than I did. Oh well, was hoping I'd enjoy this game. A thumb's up because it's still worth it, despite its flaws.

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