
OmniFootman Full Crack

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About This Game

OmniFootman is a rogue-lite action game with souls-like combat system. Take your adventure in this cursed, ever-changing kingdom and beat your enemies with different abilities.

Title: OmniFootman
Genre: Action, Indie
Developer:
WT Studio
Publisher:
WT Studio
Release Date: 24 May, 2019

Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7/8/10 (64-bit)

Processor: Intel Core i5 or equivalent

English, Simplified Chinese

omni footman. omni footman

GOOD: -Different weapons and abilities -Power system makes the combat system deeper -Enough randomness happens as a rogue-lite game -Many bosses -Decent visual feedback as an indie game -Easy collection and achievement
BAD: -No good storytelling -Overall bad sound design. I came expecting Dark Souls. I got that, and more. It's a very fun dungeon crawler, with borderline perfect Soulslike combat, albeit a bit wonky at times, but DS suffers the same issues. A lot of dark souls comparisons to be made, which is a shame as it detracts from the game's own identity, but it really does scream Dark souls. If you enjoyed

Dark Souls, this is absolutely worth it.. Can't recommend or not and since there's no neutral vote button i'd rather press thumbs down. Pretty mediocre game so far, but still a way to kill time. Yes, combat includes parrying, dodging and a backstab (with random chance) but it all feels a bit clunky and non-impactful. The world looks dull. Overall this one is mediocre rogue-like dungeon crawler. P.S. "souls-like" term really needs to die. Give me the deep and dark lore, builds and weapon variety, invasions, huge beautiful world with badass bosses - then call the game "souls-like". Not like "hey, we have a dodge-roll..

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