
Little King's Story Portable

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About This Game

Once upon a time, in a small, unremarkable village, there was a timid little boy who didn't have any friends. One day, while playing alone in his bedroom, he was rudely int 5d3b920ae0

Title: Little King's Story
Genre: RPG, Simulation, Strategy
Developer:
Marvelous, Inc.
Publisher:
XSEED Games, Marvelous USA, Inc., Marvelous
Release Date: 5 Aug, 2016

Minimum:

OS: Windows XP, Windows 7, Windows 8.1

Processor: Intel Core i3-530 @ 2.93 GHz

Memory: 2 GB

English,French,Italian,German,Japanese

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After previously holding off, because of the various warnings about its performance, I bought the game when the 02-02-17 patch was released. After having played it for several hours, I can say that up till now, I have not really been plagued by any notable performance issues. The one gripe I have, is that the controls -- I play with a XBOX controller -- are not as tight as I would like them to be. I'm in no means saying that the game is unplayable though and it actually plays better than I expected, especially since the game was originally designed around the use of the Wii motion controls. One thing I noticed was that the king sometimes keeps moving forward after I have let go of my left analog stick. My controller is getting older, so it is very much possible that is not caused by the game. The graphics are an upgrade from a game that was released a couple of generations ago, so they are not going to blow you away. Still, the cartoony look does not really require the most advanced graphics anyway, so as long as the game looks nice and crisp and runs properly, I'm more than fine with it. The art style of the game -- just look at the king -- does shine through though and this elevates the graphics quite a lot. The game itself is really fun to play and I can see why so many people are praising it. For a more in-depth analysis, I would suggest checking the other reviewers, since they are way more knowledgeable and I have yet to finish it. I mainly wrote this review to inform others that were anxious about the performance issues. I would suggest to make the purchase when there is a discount, because the price is a bit high even if the game is worth it.. I was very weary about purchasing this due to the reviews. I loved this game back when it came out on the Nintendo Wii. It is just as fun as when I played it back then. I have not had any issues while playing. I have not tried 60fps since it says not recommended. But I've clocked about 2 hours now and the game has not had any issues. I recommend playing it and if for some reason you have issues just return it before your time limit runs out.. I'm not one to write reviews, but this game has had a special place in my heart since the Wii launch. I was hesitant about buying this game because of the reviews, but I haven't had any real issues. I run this game on a laptop. Not a gaming laptop, just a regular laptop with nothing running in the background. I keep the frames at 30fps because that's what the recommended option is. I don't know if I'm just lucky, but I think this is a good port. My only complaint is I wish we could rebind the keys. If you're a fan of the Pikmin or Overlord games and want something with a hint of Harvest Moon to it, I'd highly recommend this game. Play around with the settings if you're having performance issues, but keep the frames at 30fps. Get a refund if you're not satisfied. This game is a lot of fun, has a charming sense of humor, and addictive.. van you play it with keyboard ?. First off, most issues seem to be known by the people making this port, and it's in work. Since it can be made to work as well as the Wii version, I have to recommend it since I recommend the Wii version. The music in the game is light hearted and inspiring. This was in fact what made me fall in love with it in the first place. When the lone ranger theme started playing for the first miniboss, I couldn't help but laugh. The character design fits the music. Every character has character. You can even tell the townsfolk apart, even in the same job at times. I'm certain you will get to the point where you can start putting names to faces like I did! The writing feels like it was made to entertain children, but there are enough jokes in there for mature audiences to keep everyone involved. The controls are where I feel it's lacking the most. Even the controller controls have their flaws. I heard the keyboard controls are worse, but I can't speak for them. The controller plays on the joystick for best results, but the aiming seems to lock onto only one of 8 directions. You cannot fine tune your aim. This is a problem that follows from the original game. However when targetting enemies, it's better, but it's difficult to actually select different targets. You usually just get the closest to you. **Edit: After a little bit of research the controls are actually true to the original I've found. The original on the Wii did not use the wimote as a pointer device, nor did it allow you to move in more than 8 directions. I have contacted XSeed about this, and they have said that mouse controls would have required a complete rework of the game, and won't be in. Still if you enjoyed the original, you should enjoy this just as much. Likely anyone saying otherwise about the controls does not remember the original the way it really was.** The sound also has a known issue if you have Windows set to anything other than Stereo. It will pop badly. This isn't your headset or speakers dying, it's just a problem. Before you play go into Windows Control Panel > Sound and set your primary sound source to Stereo. Hopefully this is fixed in a patch soon. There is also an option for bloom in the startup config. If you don't like the bloom, which can make things a little blurry at times, turn it off. It's the option called "Post Effect." I personally like it, as I remember it being in the original, and gives you a kind of watery eyes tired look near the end of the day. You are a kid after all, it is past your bedtime. Finally, there's a big stink about the 60FPS option being very buggy. I have not had a chance to try it, but there is a clear warning not to use it in the config menu. Right now use it at your own risk. Many animations in the game, as well as the gameplay, are currently tied to the framerate. This might be fixed in the future, but what it means now is things will get out of sync in cutscenes, and the game will run fast, and choppy at times. This is not the fault of XSeed, as it was a design choice from the original developer. I don't know if it can be fixed. In short, this game runs on PC nearly as well as the original Wii. The graphics have been upgraded, and it can be run on higher resolution. Just don't use the 60 fps, make sure Windows is set to stereo sound, and set the config in the beginning the way that's best for you and you'll enjoy it as much as I do. If you need one of these other options like 60 fps, then I recommend waiting a while before buying it, as it

may be coming.. I was having fun with this game until I came to the bone yard and I kept on crashing when I got to a certain point with the dragon in a cage.It is a shame Because I really liked this game and I never got to play it on the Wii so I thought the steam version would be the same guess not.My word of advise do not buy this game.

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