
Spy Fox In: Cheese Chase Xforce



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About This Game

Grab you helmet and help SPY Fox catch Russian Blue and return the prized Limburger Cheese!

That pretty blue kitty has heisted the famous fromage and it's up to kids to catch her! SPY scooters, jet-skis and ultralights are just a few of the racy rides kids need to outrun Blue's goon squad. Kids also put their creativity to the test as they construct challenging new levels using Professor Quack's Custom Level Builder!

- Challenging, arcade-style games for kids ages 5 to 10 (and children of all ages)
- Brand-new action with all the quality you'd expect from Humongous Entertainment!
- Save your game after each level and track the scores of up to 75 players!
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Junior Arcade games are jam packed with fast-and-furious game-play that satisfies kids' hunger for action and surprises! Starring lovable characters and the high-quality, hand-drawn animation that families have come to expect from Humongous Entertainment, this series will provide hours of action and fun for your children.

This product uses ScummVM across Windows, Mac and Linux which is released under the GNU GPL v2.

For more information, please visit - <https://www.scummvm.org>
The GNU GPL can be viewed here - <https://www.gnu.org/licenses/gpl-2.0.html>

Title: Spy Fox In: Cheese Chase
Genre: Adventure, Casual
Developer:
Humongous Entertainment
Publisher:
Humongous Entertainment, Nightdive Studios
Release Date: 31 Dec, 1998

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Minimum:

OS: Windows 7 / 8.1 / 10

Processor: 1.0 GHz Processor

Memory: 512 MB RAM

Graphics: 100% DirectX compatible graphics

Storage: 512 MB available space

Sound Card: 100% DirectX compatible card or onboard sound

English







"Challenging, arcade-style games for kids ages 5 to 10 (and children of all ages)"

I'm rapidly approaching my 30's and still crashing into angel cake landmines.

Every level has a title, filled with puns or movie references that adults may understand. You can't get all the cheese, as some of them baits you into a crash obstacle. If your kid likes it than it\u2019s fine, they may grow up trying to actually beat this game all the way to highschool if needed.

Now image playing this game with a rubber ball mouse.

. <http://www.youtube.com/watch?v=qrOpL2VemMo>

[An Instant Childhood Arcade Classic from the Days of my Childhood, in which you help Spy Fox chase down & capture Russian Blue after she's stolen the priceless Limburger Cheese from the Museum de Fromage in Cities, Lakes, Icecaps & even by air as you go through 100 Levels of SPY Arcade Action.](#)

[The best thing about this game is that it uses Most of the Tracks from SPY Fox 1.. The game lacked the original Spy Fox mechanics. The only thing you are doing is collecting gas for your "Super Spy Scooter" and collecting cheese as you drive throughout very simmlar-looking maps. Not a good Spy Fox Gme.. Russian Blue, the femme fatale from the first game has stolen a prized Limburger cheese from a museum of cheeses. Upon her heist she encounters Spy Fox & Quack who try to apprehend her only to end up from a highspeed to worldwide chase. Spy Fox does the ground maneuvering while Quack provides him with supplies, weapons, and fuel for his vehicles. The game is a basic overview racing game where you need to dodge various obstacles and collect items to aid your trek. As you progress the game it gets harder with more obstacles and various henchmen and other hazards to either fight or avoid at all costs. This spin-off to Spy Fox is on par with the Pajama Sam's Lost & Found game. So in other words, it provides you with something to play to kill some time. Since it's a Spy Fox related game, it's worth checking out.. THIS game really takes me back to my childhood. I used to play this on my parents' macintosh apple \(the one that actually looked like an apple\) in the late 90s and early 2000s. This game, Nanosaur, and MDK are what got me into PC gaming.](#)

[This game has an excellent music selection, the mechanics are fun and simple, and the graphics are cartoonish and fun, which gives it a more timeless feel. It's easy, but it can be challenging, even replaying it now after 18 years.. bought the game cause its a classic from when i was a kid and the game starts fine but then the mouse starts jumping all over the place and i cant control it!!!](#)

Another game that I owned as a child (and took several years to finally beat all 100 levels.) This was a fun game back in the day, and the level editor (as limited as it is) was a lot of fun, but how does it hold up years later?

Well, first of all, the gameplay is essentially a very simple vertical shooter, but without an emphasis on the shooting. The main goal in every single level is to simply reach the end- and to do that, you need to (1 Not crash into anything and (2 Pick up gas cans along the way to avoid running empty. Along the way, there's cheese to pick up (yellow chunks to gain points, green chunks to lose points), obstacles that can make you lose control or crash, and enemies that will knock you around, but can be beaten by bumping them into hazards or shooting them with items. The game also has four different environments (road, water, snow, sky) that change every ten levels (five for the last 20 levels).

Overall, this is a good game that I recommend- but only for children in the suggested age range of 5-10. This game isn't one of the Humongous adventures that can be fun for even first-time adult players. It's a very simple, repetitive vertical scroller that has nothing to justify its length (at least six hours.) It's a reasonably challenging and long game for a child, but it's just too simple and repetitive for anyone over 10.. The menu screen...

The loading screen!

Ah, the music.

The levels...

This takes me back. Waaaay back.

Honestly though, I think that even without the nostalgia factor, I enjoy this game for what it is. A simple linear pick-em-up with interesting levels, charming scenery (that you can run over), and an actual difficulty scale that isn't tame nor vicious.

I highly recommend this to anyone who remembers it as a kid, and moreso the kids of today.... please stop playing this game everyone this is my game this game was made for me STOP. I've only played 10 minutes of this game as of writing this but I already enjoy it and know i will continue it. But first let's go over something.

Why the \u2665\u2665\u2665\u2665 do I care so much about The Prized Limburger Cheese.

Anyway this is a nice game.

WHY?

Well just calm down mate I was gonna get to that in a second!

For one thing the Villian is a familiar face; Russian Blue. You know the cat from the first game who loves Ze Tango.

Also its everything you'd want from a game like it.

Enemies, point system, obstacles you name it.

The point of the game is too catch Russian Blue because she stole some cheese which is a federal crime I guess.

Such valuable work we do here at Spy Corps. Catching Cheese Thiefs. Wait What's that. A Sereal Killer on the loose. Mate if we go after that what will happen to the Cheese. Who cares about the lives of several innocents. Just

\u2665\u2665\u2665\u2665 off mate.

So as I was saying we must get back the Cheese. And to do so we have to fight bad guys, dodge obstacles, and collect gas.

By the way in this game gas is free and just happens to be lying on the road. If only it was like that in real life.

If you were wondering what the "bad guys" were well then here you are. Their pigs. Pigs are despicable things by the way. But these pigs oh these pigs they want me dead. The pig in Dry Cereal was just a cheating bastard at Go Fish.

Small price to pay to get rid of Go Fish I guess.

The obstacles are very varied (<Redundant Reduncy) . Just play the game if you really need to know what they are.

Also there is some cheese you dont want. It's the green cheese with fumes. But why is that bad. I'm actually quite fond of moldy rotten cheese. No not really. Here's the problem with this \u2665\u2665\u2665\u2665ing cheese. Its placed in the most annoying places. Like if you surround normal cheese on all sides with stinky cheese how the hell do you expect me to get the cheese without touching the green cheese. Did Satan himself design this level!

Anyway.

This game is good.

Buy it.

It's fun.

There are 100 levels getting progressively harder.

I guess It'd be stupid if they got progressively easier.. Simple. No bs.

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