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About This Content

Take your Time Fantasy characters into battle! This graphics pack expands on the characters from previous Time Fantasy sets with brand-new animations for use in RPG Maker MV. Bring your combat to life with 80 animated battler sheets!

Time Fantasy's characters are ready for RPG Maker MV's side-view battles! This expansion pack includes all-new battle animations for 80 characters from the first two Time Fantasy sets. Included are hero characters for every class, including the knights and military factions. Characters have their own weapons-- swords, axes, bows, staves, and others. This long-awaited expansion takes the Time Fantasy pixel style to the next level. Onwards to victory!

Features:

- Retro pixel art to match Time Fantasy and Time Fantasy: Monsters graphics.
- 80 characters based on the heroes from the original Time Fantasy set and the Monsters expansion
- Character animations include: sword slashes, magic/summoning poses, using items, taking damage, and more!
- Made for use with RPG Maker MV's side view battle system
- Bonus: Pixel animations for state effects in battle!

Title: RPG Maker MV - Time Fantasy: Side-View Animated Battlers

Genre: Web Publishing

Developer:

finalbossblues

Publisher:

Degica

Franchise:

Maker

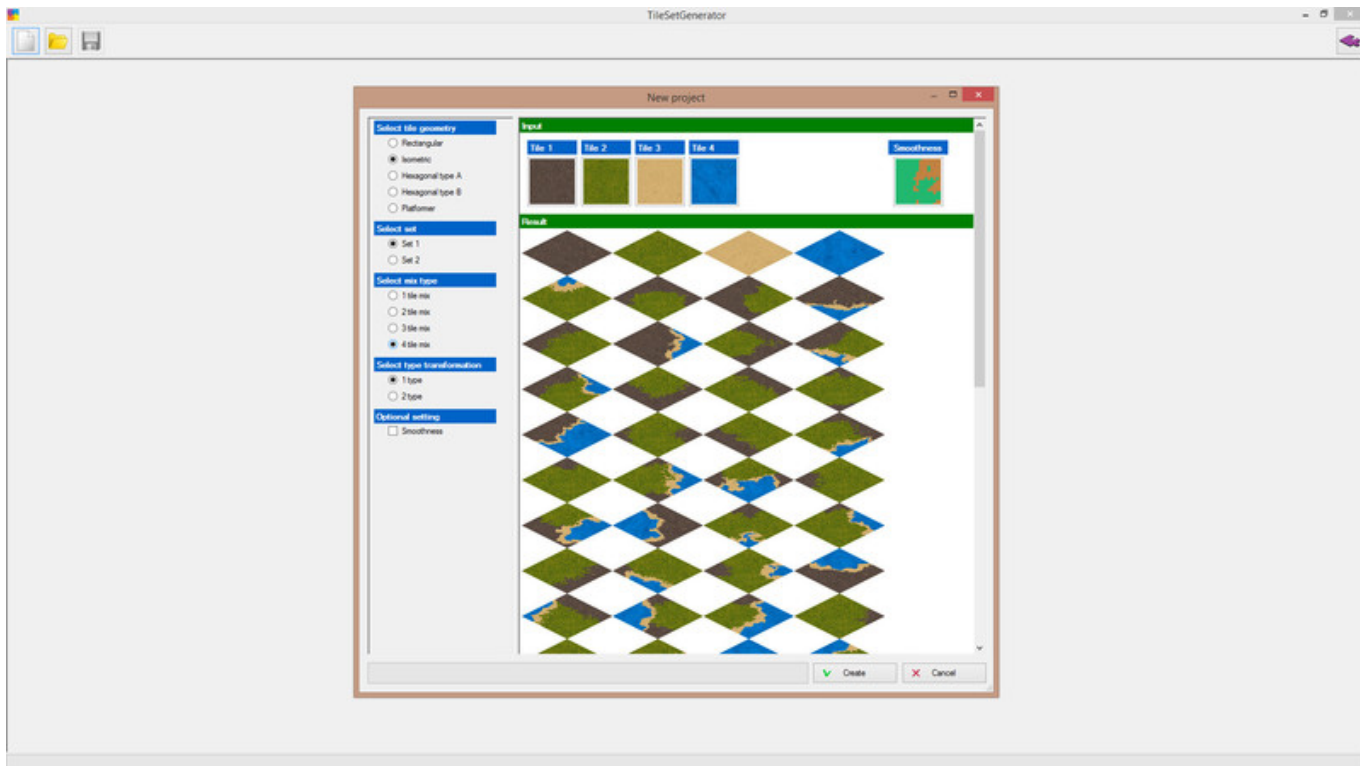
Release Date: 21 Jun, 2018

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English,Japanese,Korean







Ok, let's see, this is not an angry NO because I would say it is fairly priced, more of a disappointed NO, but it can improve since most negatives aspects are balance an AI, not the underlying core mechanics

SHORT VERSION: go and buy CAPITALISM 2, it is an actual challenge, has better AI, better balance, good enough interface (!), marketing and advertising actually matter, R&D is better handled, CEO pick matters, stock market matters, etc., you get the picture...

LONGER VERSION:

- This is not a simulation nor really even a game, this is a "supply chain demonstrator", there is no challenge, there is really no way you can loose if you are half way competent and can do basic math, like 2 is more than 1, that's enough

- In this game it is impossible to over expand, there is no risk involved your decisions, to go full vertical integrations is always the right decisions, no matter what

- The AI is close to no existent, a maximum of 4 competitors can be on your map and they basically do nothing but sell a couple of products on and on, this means no competition which means no price war which means insane profits (100% markup is easy to achieve) which, again, means no risks

- The stock market and marketing are there but you can ignore them, the same is true for Banks and loans, you won't need them, it at least gives me hope they can tweak the balance and change this, since the mechanics are already there

- R&D is just "time", there's nothing else involved (other than the setup money costs), no experience gained, no specialization, nothing, your R&D guys can crack any problem equally and with ease given a little time, your company can do anything and everything at once, from drilling oil to manufacture cell phones, which means it has no personality an, again, no risk involved in doing something new an unknown

- There's almost no mechanic dealing with retail, I guess given the title of the game it is not the focus of it, but maybe a couple of options here and there wouldn't hurt, like should you invest in your own retail chain or not

- You pick a CEO at the start and, as far as I can tell, you are stuck with him forever at no cost, salary or anything else is not discussed or negotiated

- The UI is not terrible but is lacking obvious options, like the ability to store building profiles to copy and paste into new buildings and not having to setup everything manually every time

Overall, my main criticism it there is no risk built into any decision in this game, it is just there to show how a supply chain works at a very basic level

It is somewhat sad that CAPITALISM 2 is still the standard after this many years, I guess there is not much market for economic simulators

On the positive side, the art and sound are good enough, with a Sims vive to it, and many gameplay mechanics are already there if they choose to work on patching a little challenge into this thing, I hope it does good enough to justify improvement, but I can't recommended it in it's actual form. I found this to be quite a good program. I agree, you don't learn Japanese from the ground up. If you want a program that does everything, you will have to look elsewhere and expect to pay a lot more money. However, this program compliments any form of book or online study that involves reading and recognition. Even at entry level this program is useful, because quizzing yourself is essential, if you hope to get anywhere.

When you launch the game, beginners can select hiragana and katakana quizzes. Once those are mastered, you can devote more time to the different grades of kanji. I don't know what constitutes a grade, but I find each one manageable and not overwhelming.

Each quiz is random, but if you repeat a quiz 5 to 10 times a session, you will notice the value of doing so. Some kanji repeats while others are introduced. I find it easy to take note of the kanji I don't know, study them in my spare time and do another session of multiple quizzes at a later time. I also look up words related to the kanji I learned in a previous quiz and expand my vocabulary a little. Kanji is intimidating. The game seems to take the confusion out of knowing where to begin, so it is a big timesaver.

I'm learning Japanese as a hobby, so I don't want to spend a lot of money on online classes or foreign language software. I use books, websites, and communicate with a few Japanese friends on Facebook regularly, so this program suits my needs perfectly. I highly recommend it to anyone in a similar situation. Sure, this program could use a few fixes and added features, but if you prefer something that compliments speaking, grammar, or an overall more comprehensive material like stroke order or background, look elsewhere.. For \$.19 I'd say snatch it up. First off it has steam cards so I can actually make a profit of buying this game. On top of that it's a small Dev team and I always like supporting smaller Dev teams because they aren't yet polluted with all the politics of big studios. They are very responsive to thier community as well, they actually LISTEN to feedback and make changes accordingly. That's commendable and there is something to be said about that. Oh yeah and the game itself isn't all that terrible. It's a simple run n' gun game in wich you use WASD and your mouse to navigate your character through the levels. You can upgrade your suit and your guns which has a great impact on gameplay. The more you play the better your character becomes until he is unstoppable. They are working on getting the Multi-player up and running which sounds great. The game is moving away from the Flash engine and being re-made on the Unreal 4 engine. I bought it for that fact alone. That being said there is some fun to be had in the flash version. I have payed more for worse games.

-Casey. Part 2 of Princess Isabella series and better than the first one.

This is not the collectors edition, so it has about 35 minutes less playtime as it's missing the CE version only area "The Witch's Trophy Tower" and lacks a small part of the story partially explaining the ending of this game.

Isabella's baby daughter Bella has been kidnapped by an evil force and Isabella has to follow the evil and de-curse areas as in the first game. In addition to the fairy helper from the first game she here gets a dragon companion with different abilities (but clearly the same voice actor).

The game has 2 difficulty modes, I didn't try the lower one but I assume all the clickables sparkle as they would in similar games. Without the sparkling some clickable areas can be harder to see, but normally not hard enough to get frustratingly lost. The map is helpful and you can teleport to any area, as well as see which areas you have cleared.

I encountered no bugs whatsoever and the game was very enjoyable. The puzzles felt a little harder than in the first game. Most dialogue is skippable with mouseclick.

Though this game seems harder and darker than the first one, it still feels targetted towards kids. Buy it on sale if you liked the first one and/or enjoy this type of game.. I like the app but i wondering if u guys can port it into linux :). Do I say yay or nay? There's nobody online to play this with right now. Or, perhaps, ever.

There is an 'offline' mode. In it you purchase troops, press 'battle' and watch them all mash into each other for about 20 seconds, after which you are told that you have lost.

Even Epic Battle Simulator has more depth than this does right now.

I'm gonna say yay though in the hope that someone else buys it. Then I can play an online match before we both refund the game.. Excellent gameplay. Wonderful story line that captures the player. Very well created areas of exploration. Unique characters add interest and a bit of fun to the game. Varying degrees of difficulty for multiple play throughs. I highly recommend this game to anyone who loves classic RPGs.. I just left this game on for the cards

8/10. This game is, in simplified terms, similar to many dating sims. There are over twenty individual girls to "woo", all having certain requirements to progress your relationship with them.

Pros

Unlike many dating sims, this offers nearly full vocal dialogue.

\u25cf Has hobbies to train your skills, such as motivation, wisdom, lucky, and nine more, giving a sense of time needed to improve.

\u25cf Ability to work multiple job and train hobbies at the same time.

\u25cf Can reset the game to increase the speed at which stats, jobs or relationships level up.

\u25cf Free to play, but gives the option to buy diamonds, a special in game currency, if you want to.

Cons

\u25cf Once you get to higher levels in your relationship, stats, or jobs, it takes much longer to level up(six hours to level up a skill from 44 to 45 at the fastest multiplier for speed increase).

\u25cf The game gives you a cap on the number of actions you can do at one time, dependent on the number of available "time blocks" you have, and the cost of these actions. Later on you need to train multiple skills at the same time to progress to certain points in the game. If you don't have a lot of time blocks, training those AND working jobs can be impossible, meaning you may have to switch back and forth.

\u25cf Can be considered similar to a freemium game. Meaning it's free to play, but you have to pay to progress quicker. Again, quicker, not quickly.

Conclusion

If you don't mind the pay to progress aspect OR the much slower leveling, you will enjoy this game. If this style of gaming is not for you or you don't like the concepts I listed, I recommend looking for a different game.

cool game for only 0,99 cents is really good!. The devs have called this D&D X-Com.... pffftt! In their dreams.

This game has been built on an extremely tight budget, and unfortunately it shows.

Every mission starts on exactly the same tile.

Crafting and upgrading your gear does nothing visual to your character. It's just invisible +1 maths in the background.

No character creation. You get 5 pregen with zero background or story.

No voice over.

No creature sound effects.

A single battle music track that gets old fast.

Normal is far too easy.

Hard is just outright unfair.

Boss battles are for the most part just meatier, but lack a need for any different strategy.

And then there's the luck factor. Everything is a dice roll:

Who goes first. Which means who must explore and perhaps run into 3 mobs who immediately attack and wipe your wizard just because he threw a high initiative.

AH you made it to a tile edge and explore to avoid the random encounter, only to find the tile you explored ALSO has a random encounter AND a monster. Great stuff.

You go for the chest, which means you're getting nailed with a random encounter for a pouch of copper. Whoop-de-doo. To get that chest you either flew there on wings, tried to dodge through it, passed without a trace once in the session, or laboriously disarmed the trap and suffered the move-disarm-encounter-move-search-encounter cost.

Then there's the d20 attack roll, I seem to roll better on normal difficulty - why would that be I wonder.

Avoiding a trap is a straight 50% chance no matter if you're the bard or the wizard.

In one game I just lost. I had people alive, and although the Yuan-ti was kicking my proverbial, I had rallied and then it just said you failed and took me back to the map screen. No explanation.

You hit the mission requirements and boom you're done instantly, whether there are enemies or chests. It don't matter.

Being downed doesn't seem to matter, and if it does the game hasn't explained it. You just pop right up with a healing surge.

Don't see a count of these anywhere, but then maybe i'm blind.

There is zero customisation. You get XP.... but for what purpose? All the characters have all their powers unlocked right from the start. So, it's not like you're dudes actually get more options. Sure they get a hp here and there, but it all scales with the world.

Health potions restore 20%, which means your 7hp mage drinks one and restores 1hp. awesome! Plus you can drink or use as many items as you like... which is weird in a turn based action game.

You can swap gear amongst your party in a crappy little pop up window. You have to memorise the icons because it won't tell you what you're actually trading. If they put that into the main screen where you can see your inventory, it'd be better and expected.

Line of sight is never revealed and you cannot undo. So, you move thinking "I'm going to use Melf's Acid Arrow on that Vegepygmy" only to discover, "nope. cannot see him from here, although there are no line of sight blockers". And this is either due to terrain you cannot tell is blocking your shot, OR because you're one square in from the corner of a tile, and as tiles are the long range measuring device, you can be 3 squares away from a mob and not hit them because there is a whole tile between the one you're on and the one the mob is on. Not very clear.

The move-action mechanic is also flawed, because you cannot split your move. You move once, and then that's it. There is a speed number, but this only matters for maximum distance in one click. This makes the traps at the edge of a tile really bothersome, because you have to move up to them, take a 50% chance to disarm them, taking damage if you fail which sometimes removes the trap but not always, and then because you're not on the edge of the map, get hit with a random encounter

(and as there are about 10 of these, they get boring right quick), and then next turn you move 1 square (if the trap blew up, or try disarm again on a 50% roll) and have to end your turn to explore. The new tile may have 3 monsters and hit you with ANOTHER random encounter, and all 3 mobs get to immediately go. So, your characters full turn consisted of a move of 1 square (regardless of speed) and being hit in the face 3 times, and to add insult to injury the only reason you're pressing the map edge to explore is to NOT get a random encounter, and so they just add a random encounter to mess with you.

There is an adrenalin gauge which can mitigate random encounters, and the precious crystal ball, and these help for sure. But you kinda need them a lot to have any real expectation of how the turn is going to go.

It's just far too swingy and luck based. They've practically removed nearly all player agency out of the game.

Move to edge. Have bad stuff happen. Have monsters attack.
Try and move to another edge while still having

Art is "okay", but it gets old fast, Character and monster design is subpar. The lizardman hero is especially weird looking. Animations are "fine".

Very disappointing, and a complete waste of my shekles. It's not strategic. There is no story. There's no RP. There are dozens of better games in this specific genre alone. Go find them.. So far this is an amazing concept, taking the transport and encounter aspects of FTL and mixing it with XCOM style combat. The game could do with more content (then again, it has only been out for a very short time and is early access) and is a good experience. The art style is pretty damn cool too, and I have very few complaints.

In summary, this is an early version so content is a little lacking however with continued work from the developer this game has very very good potential to become a success, and I would recommend purchasing it if you like the sound of the concept and would wish to support the game in going further.. Pretty fun game to play whenever. No cheaters that I've seen, which is great. But, the game gets boring eventually. More maps and non-player made servers (that cycle maps) would be nice because finding a match can be tricky sometimes. Definitely needs more maps, and possibly some form of in-game currency to purchase cosmetics and whatnot. I love the graphics and the overall style. The entire game has a pretty happy mood and it's pretty hard to get annoyed with it.

Excited to see where this game will go.
Overall I rate 6/10

:). The game is a casual Point-and-Click Adventure with some devilishly hard hidden-object scenes. There aren't many locations in the town of Silentville, but they're all beautifully rendered, and there's decent voice acting.. Play as a caveman that have fastest metabolism rate known to man kind :) Hunger mechanic is ruining this game, but if not this platforming and enemies would be way too easy to beat, still feels like a lazy way to make game harder, shame because game has some potential and could be much better than it is now :/. Much like many of my NES favorites, this is a great side scrolling shooter. Decent music, retro style graphics, and a decent challenge level. Tons of games in this genre, but this is one I will likely leave installed. Excellent time waster, and currently a bonus gift in the recent Groupees game bundle.

Drop on the bundle and get Ether Vapor as well. Have some Shmupping fun!

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