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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

Build '8ad951c' VS 12 0 Turn Start

08 May 1861 2 / 16

Date 3/7/2017 7:12:44 PM
Debug True







Altitude is really fun & addictive planes-fighting game, especially if you have some friends to play with.

It looks like a flash-game, but it's a very good way for killing the time. You can have loads of fun in this small game.

I'm not a really indie games fan, but I loved this game. It has fun mods, many planes and upgrades, perks.

This game is totally worth it. A must buy if it's on sale.

8/10. Very short game, its more of a demo honestly despite being a "free game". Doorways: Old Prototype is a game that shows you how it works before purchasing the actual game. The pages you collect are details about what the developers were doing during development in the game. This game is rather perfect for people who are new to doorways such as myself. Of course I already purchased the games and so far it looks very promising with the horror stuff in the game. I also find platforming very fun, reminds me of those mods in Counter Strike where you do platforming as well.

So far I have not seen any jumpscare as well. Not too scary, but very fun with platforming. Also if you have played counter strike custom maps you may be familiar to bunny hopping in some courses. Give it a try if you like, its free.. good and bad new review 1 year almost 2 after first < I NO LONGER RECOMEND

good

the game has grate pertential and style and design aspects you can build a base a colony mess with selling buying chemicals oil water power and so on it legit has everything

bad

so for me i can no longer play this game becuase while i love the game im sick of being let down by the game < while the maker posts updates on and off after loads of time has passed the maker doesnt really listen to the actual issue he just finds bypasses that doesnt really fix the issue > issues are> turrets for astroids barely work even if u have 30 and a small base so u will legit lose all ur work after a while making the game pointleses > theres always a power issue on and off > strangers help you in the disscussions while the maker doesnt even comment or read disscussions > and now on and off theres a crash that happens saying fatal error that many people have had yet the maker doesnt even mention it even though people are talking about the issues

all in all grate pertential but the maker of the game lets the game down becuase after 1 or 2 years i have the same issues practically and im no longer gonna fall for the game and then find out my entire time is wasted becuase the maker couldnt fix basic issues that existed 2 or 1 plus years before now and i get its early access but to have the same issues 2 or 1 plus years later come on ??

side note sorry if i seem mad af but its really dissapointing specially when u pay loads of money and support the maker and maybe in the future ill change my review but the issues listed sooo make me mad. I am glad that i could have this game with very low price and could play like this simple but somewhat enjoyble game :) and it's frog, i have nothing to say for frogs, i do love frogs :) so i am glad that someone created a frog game too :) thank you, and the illustration? drawing? pictures? was very cute too :) i loved to seeing that frog getting fat and fat and kill all the piece of maggots :) i mean human beings. the sounds is also good, the music is very lovely and pop, and feel good when i could earn the coins, that sounds is good too. simple but it is good game i think :) i won't say any bad things to most of frog things :) also this one is a cute frog too :) nothing to say, i said a lot though, i like this. Pretty bad game, no instructions, no matter what I do I keep getting nuked before getting past the first 3 seconds.

considering I only pay 1\$USD, I consider I should be paid for trying out a game where the developers didn't even try.. This game is really good, great story line with a accurate background. Multiplayer is awsome too basically like battlefield but these days the multiplay is dead. To bad no plays it anymore well it is 5 years old. Great game in my opinion.. The story isn't paced very well. Had the dev expanded on the concept after the jam, his could have been a VN worth paying for.

Nonetheless, it's an easy 100%, quite short, and free, so judge for yourself.. I love it! A real improvement compared to A4. The story and art is polished. The map is bigger with various points of interest.

I also like how Jeff listens to each beta-tester and implements player feedback in his future installments. (replaced the new

clunky engine with the perfect olden one, brought back the puzzles and polished the game)
What really stands out for me, is the good storytelling. (fan of Geneforge, Avadon and Nethergate)
I'm enjoying every minute in this game. Well worth the price.. Do not even attempt to start playing this game. There is some invisible force compelling you to keep on playing. Then you cannot stop. This game feels like clicker hereos, but it has more of a tactical side to it and much more to do. Fun game.. Scarred for life

69/10

Game worth 2e just to have fun for 1-2 hours if you are tired of other games or just need to relax for couple hours..
This is a small great game that was released during "dark" time - Steam search algorithm was broken and big sales were coming. That's the only reason why Citrouille didn't get the attention that it deserves - because this game is awesome!

This is a very fast puzzle-platformer, where player needs to combine his reaction with his attention. Every stage brings something new to the gameplay, animations are great, everything is moving and the game itself reminds never ending madness. I love it!. There's polishing work to do and balancing would be great for the weapon. Deathmatch is god awful.. that being said i enjoy the line of sight physics and being able to use allies line of sight. If the Devs realize what they have here and maybe get a little more help to work on the game they could really turn this into something big. The maps leave room for some great capture the point games which in my opinion is the shining star of the game.

I definetely recommend the game as its free, and addicting to open skin crates. (the skins are actually very well done for a 2d sidescrolling shooter)

Their is a weapon durability system that inputs weapon lock into the game. i think weapon lock is the most stupid rng possibly to add into what is a great skillshooter team game. PLEASE REMOVE WEAPON JAMS .

game is good despite all the flaws ive attempted to point out.. I haven't played it for long since when I tried to customize a unit you can only really change the colours, and the models only come in different gun presets, if you are expecting anything like the spaceship version but just TD styled, you are greatly mistaken, the only customization here are stats and colours.. GanGiDoo DISAPPROVED !!. I wanna start this review off by mentioning I've never played a WarioWare game. My editor recommended this one to me because I really like challenging games and for the unbeatable price of 2\$ I couldn't resist.

The gameplay mainly consists of 5 second very basic mini games. You don't really have to think hard on how to solve them, but you do need to react very quickly or you lose a life. The fun really comes from when you get surprised by a mini game you haven't seen before and suddenly have to react. All of the mini games are reasonably fun.

After giving the game a try I really gotta mention how fun the game was in the short while I played it. The replayability is really where the game will likely shine. I could easily see the game being passed around at a party to see how far your friends can get. For the price I highly recommend it.

This is my first impressions: <https://youtu.be/SgeEBTpkbcQ>. Graphics are good. Music is decent. Good level design. Lots of different weapons, most of which are pretty cool and effective. Big boss battles. All in all, very reminiscent of Gradius games.

So why do I not recommend it?

Because if you can't play it properly, then the rest means nothing.

This game forces you to use the analog stick with no option of using the Dpad. I've been a huge fan of shoot 'em ups since the NES days, and while I'm no expert, I am pretty darn good at them. In this game, however, I was dying from the simplest of things (things that the developers probably hadn't even intended to be a threat) merely because the analog stick makes it too difficult to maneuver your ship with precision. I see no reason to limit the directional controls in a 2D game to the analog stick.

If a patch comes out that allows the directional controls to be changed to the Dpad, I will instantly change my rating to a thumbs up.. so awesome =3 add to cart than click watch to see it :)

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