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## About This Content

Create epic battles in your RPGs with the Time Fantasy Monsters pack. This pack includes over a hundred new sprites in the Time Fantasy style, with over 80 animated monsters!

Time Fantasy is being invaded by monsters! Tribes of orcs ravage the land. The forests have come alive. Creatures lurk in the shadows of dungeons. Heroes charge into battle on horseback. This collection of sprites introduces a huge variety of monsters and bosses to bring your game's battles to the next level.

Features:

- 20 "oversized/boss" monster sprites; 40 regular monster sprites.
- All monsters have full four-direction walking animations and single-frame battlers, perfect for side-view battles.
- 16 unique orc character sprites (2 full sheets).
- Full sheet of 8 horses.
- 24 new character sprites with emotion animations, pose animations, and horse-riding variations.
- 16 new NPCs (2 full sheets).

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- Over 100 sprites total!

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Title: RPG Maker MV - Time Fantasy: Monsters

Genre: Design & Illustration, Web Publishing

Developer:

finalbossblues

Publisher:

Degica

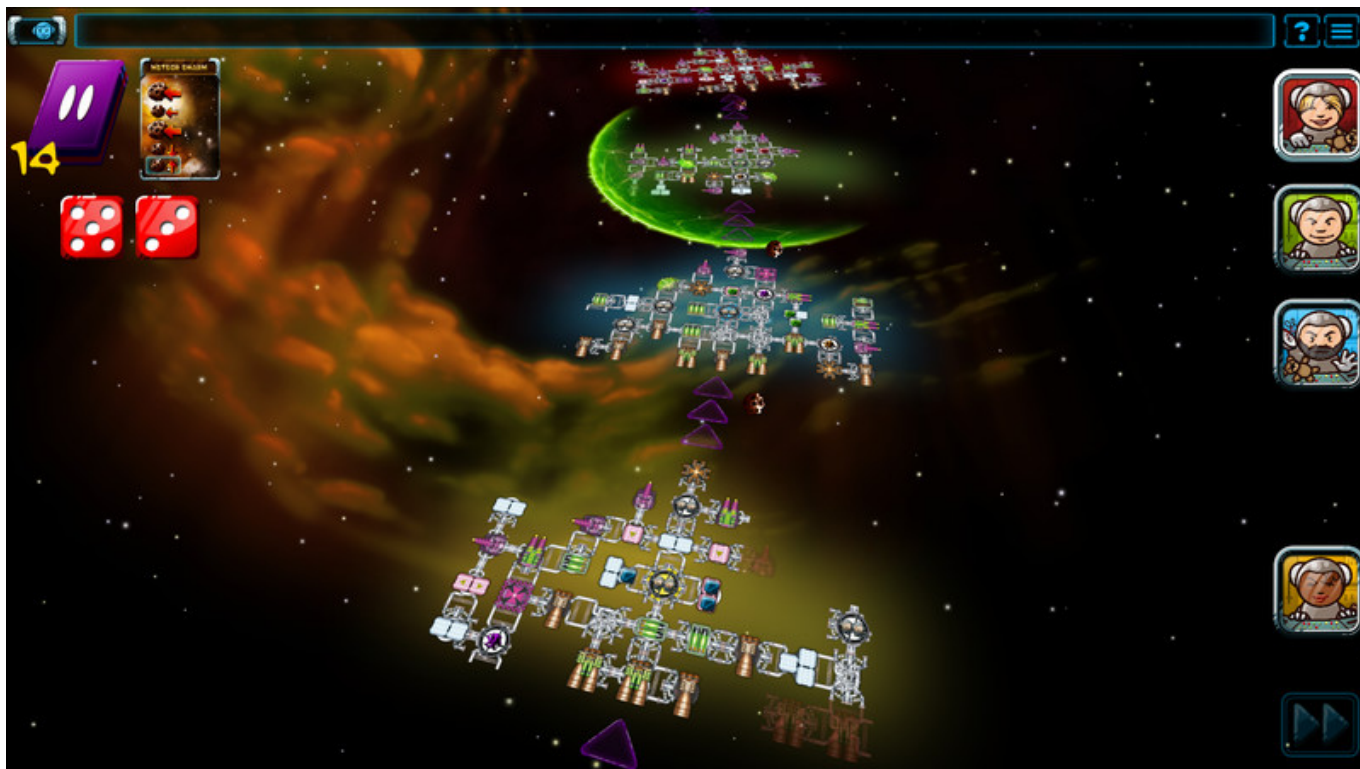
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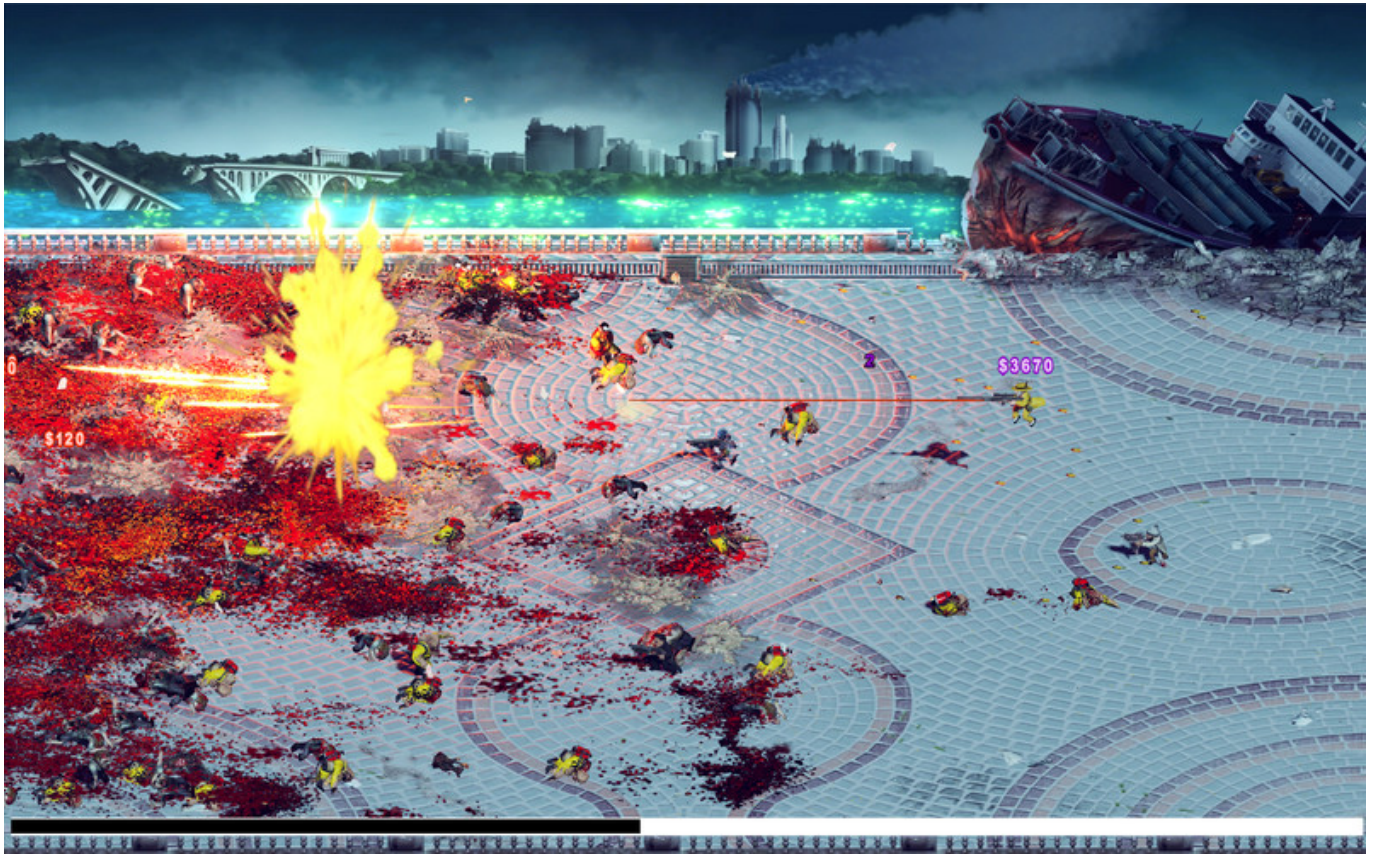
Maker

Release Date: 21 Jun, 2018

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English,Japanese,Korean







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**JOHN BULL 4-2-0** X

1831 Robert Stephenson and Company WIKI



Built in England in 1831 and shipped across the Atlantic, the John Bull steam locomotive began operating on September 15, 1831 in the United States. It was first used on the Camden and Amboy Railroad, the first railroad in New Jersey, after they purchased it from its builder-- Robert Stephenson and Company. While on the CSA it received its first name "Stevens" as well as the number 1 during its heavy use between 1833 and 1866.

After the Pennsylvania Railroad (PRR) acquired CSA's assets in 1871, the PRR restored and operated John Bull a few times for public demonstrations. This included the Centennial Exposition in 1876 and the National Railway Appliance Exhibition in 1883. The locomotive was purchased by the Smithsonian Institution in 1884 as the museum's first major industrial exhibit.

STATION NEXT

TRAIN

36.9 km/h 3300 hp 87.2/105.1 ton 24.8 kg/km

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EDIT: Dev replied to my review and implied there is an options menu that I missed, where you can control the resolution and cursor display. I cannot confirm myself.

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TL;DR - Wait for an options screen and support for customization.

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No Options screen, or support for any sort of customization.

Runs in an old and outdated resolution by default without the ability to change it.

Controls seem to favour keyboard use even with mouse support not being able to see where your cursor is or adjust how fast it moves around is a real shame.

What could potentially be a fun game ruined by the lack of support for the user to adjust the game to work best for their setup.. This game is scary and is very fun, I love the characters. If you love J-pop & Anime music Videos then this is for you.. I bought the bundle on sale thinking " how bad could it be"  
it was all amazing

10V10. Fun but really hard and the puppeteer is confusing. Just look for the clocks. This game is terrible. Repetitive cutscenes during gameplay, which is poor and more repetitive than re-runs of Dragonball Z. It is guaranteed that you will lose missions, either due to friendly ai incompetence, or the lack of balanced gameplay. The story attempts what I can only imagine is some alternate timeline because its full of ahistorical moments. I can't even remember the music, but the character audio is a weak point of the game, which is a shame since the two main characters talk so damn much!

For reference, I played up to the 3rd-4th(?) mission before calling it quits for good. This game is way too repetitive, killing any enjoyment I may have had.

Favorite moments of the game include:

-\*After shooting down an enemy\* "THAT'S ONE MORE LESS!"

-Spelling a P-38 Lightning "Lightening"

-Enemy planes can shoot at you regardless if you are behind, below, or beside them. This includes any aircraft that had forward-firing only weapons.. I recommend having the game muted if anybody is playing as the Asian woman. She's THE MOST annoying character in any game ever, without question.. Great game. Frustrating, addicting and hard.

Definitely worth the money.. Bought it, but... How can I look at this booklet? There is no such content in the game. Not in main menu, not in options. WHERE IS IT???. **Quick Breakdown: A twin stick shooter, wherein you play as a ball of light, fending for oneself amidst the darkness.**

**Length: 15+ minutes**

**Genre: Arcade V Twin Stick Shooter**

**Score: 5V10**

**Full Review: There's not a whole lot to this game; you play as a ball of light in a world of shadows, except for the background, everything in the world is dark. You illuminate your surroundings with your bullets and with the ball of light that serves essentially as your vessel. Plenty of random blobs of darkness hurtle toward you like asteroids, and will darken, and even blackout the area until destroyed or passed. Occasionally you face bosses, whom will drop various power-ups.**

**That's really all there is to the game, and that's the trouble with it; I want to like this game, but there's just not enough to it. The shadow gimmick remind me a bit of *Limbo* (though the art isn't nearly to that caliber), and it's kinda a neat one, but there's very little to the gameplay. There's no levels, or end**

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*boss, you just play for a high score; and while that\u2019s not necessarily a bad thing (both the original Geometry Wars and Waves are twin stick shooters that do just that), the gameplay isn\u2019t gripping enough to compel me to aim for a high score. The levels and enemies are randomized, so that at least helps mix up the gameplay a bit, but it\u2019s still not enough.*

*I want to be able to recommend this game, but I can\u2019t. After playing it for a mere 15 minutes, I\u2019m probably not ever going to touch this one again. It\u2019s not bad per se, so much as it\u2019s not enough. Still, I only paid \$0.50 for it, so it\u2019s not like my wallet is hurting from it. But if you need a twin stick shooter, you\u2019re better off buying Geometry Wars 3 instead. It\u2019ll cost you a bit more than this game, but it\u2019s well worth it.*



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This game actually scared the hell out of me cant even finish it.

<https://www.youtube.com/watch?v=4QZ8Iq7rrS8>. As fun as this game is, the production is almost non-existent. Devs almost never talk to the community. You know how long it took them to churn out Alpha 1.16? 10 months, for an abysmal update, and they only ever talked to us once or twice, and that was them trying to give us bullshit reasons as to why they won't make their game. This is nothing but a smash and grab game, made to look cool so they can take your money and never give it back. Great business model guys! You've successfully used the Steam refund system to your own advantage!

Oh yeah, I forgot to mention, the devs are starting to act childish. "Don't mind the hate, we don't :)" you better start minding the hate, if you don't fix this sh!t you're going to lose everything. This is to everyone on Steam, stay away from this game!. ?????? is my new best friend.. I like this game a lot. Oldie but Goldie. No trouble running it on Win 10, low-end computer.

It's good for hours of fun, for all ages.

I hate writing reviews, but I saw that the game received so many negative reviews recently.. This game is insultingly boring and lazily made. At least Zup! Is kind of fun while throwing all those achievements at you, this game is flashy, weird and mind-numbingly bad.. Could not get into the game. Was greeted in Chinese and could not get past the first window.

[Save your money. I will be requesting a refund](#)

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