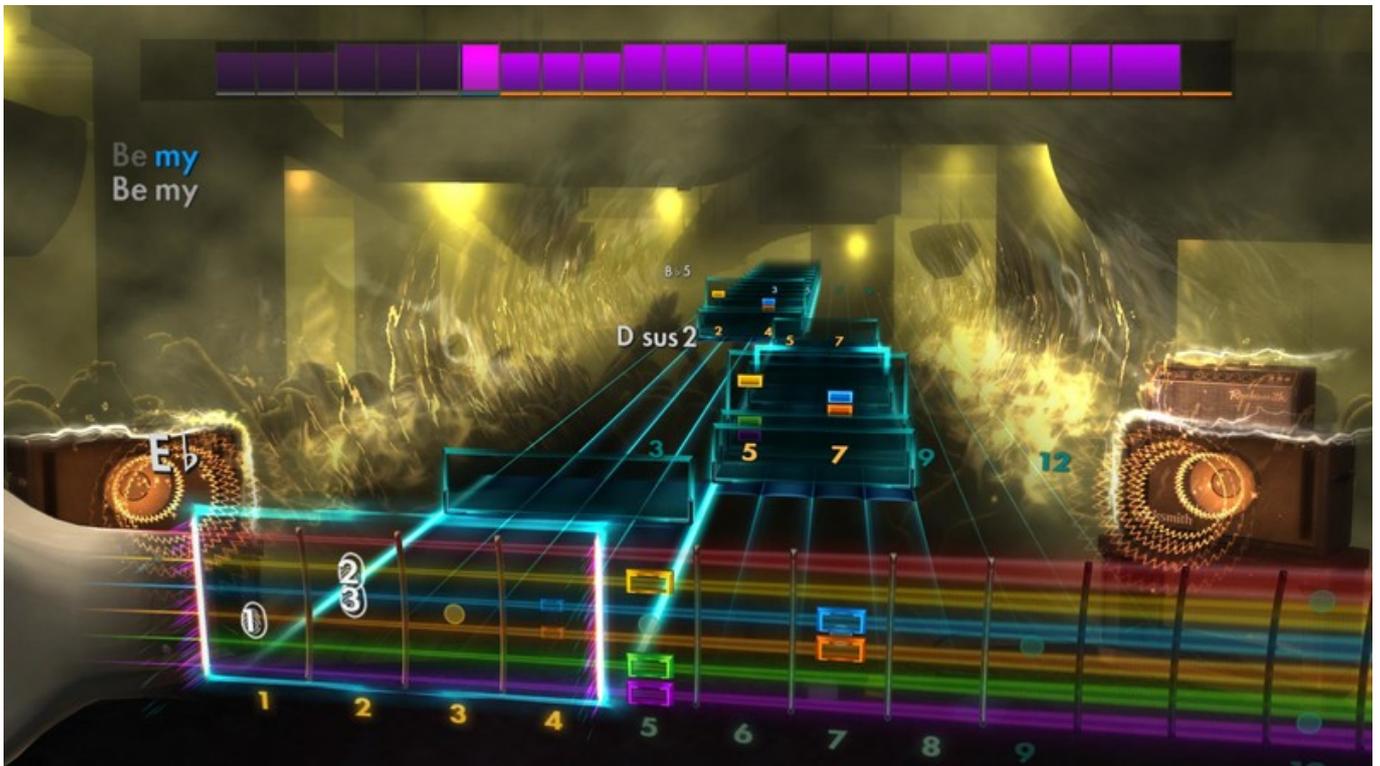


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Time Transit VR Download] [portable Edition]



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## About This Game

Step into the world as it was millions of years ago! Time Transit uses its cutting edge technology to send you back in time on an adventure of a lifetime. Navigate through mesmerizing landscapes from the depth of the oceans to the peaks of mountains.

From small friendly dinosaurs to gentle giants, experience wildlife from bygone ages close up.

Whether you are looking for adventure, wildlife, tranquility, action or relaxation, you will find it waiting just a couple million years ago. Time Transit guarantees absolute safety during all its tours and places you in the safe hands of our automated tour guides!

**Travel back in time!**



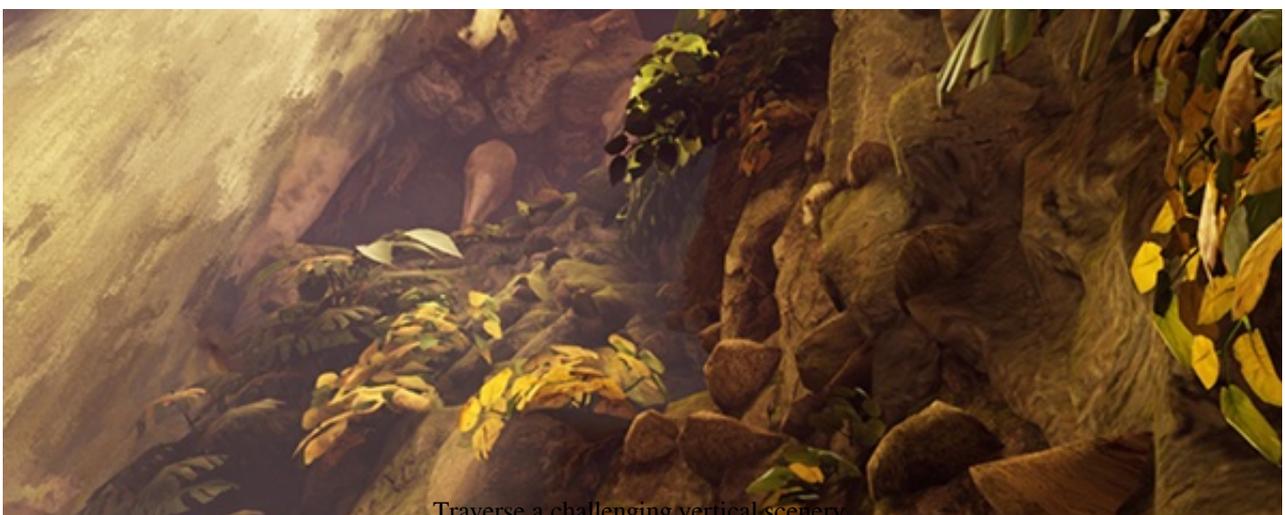
Experience the world at different points in time during the Triassic, Jurassic and Cretaceous eras spanning millions of years in a few hours.

### **Play with Dinosaurs!**



Our friendly dinosaurs are waiting to be pet and fed.

### **Climb!**



Traverse a challenging vertical scenery

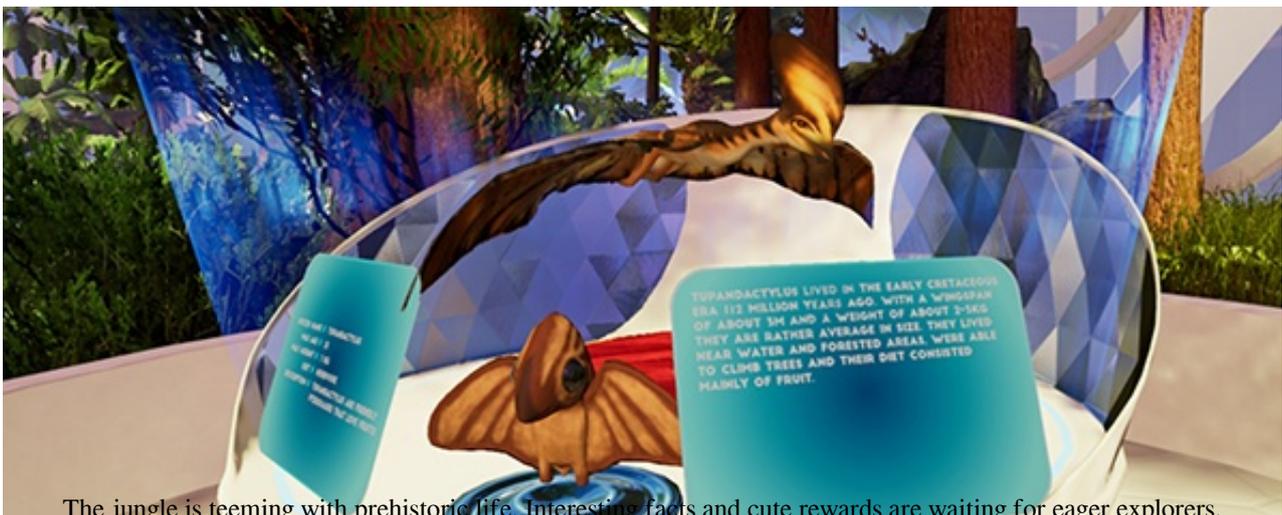
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## Solve puzzles!



The way forward can sometimes be tricky.

## Study Dinosaurs!



The jungle is teeming with prehistoric life. Interesting facts and cute rewards are waiting for eager explorers.

## Take a canoe ride!



Paddle down meandering rivers.

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## Take 3D photos!



Capture your adventure in stunning lifelike images that feel like you are able to touch them.

## Stay safe!



Our friendly tour guide will keep you safe from any unforeseen events.

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Title: Time Transit VR  
Genre: Action, Adventure  
Developer:  
Freetime Studio  
Publisher:  
Freetime Studio  
Release Date: 26 Feb, 2019

b4d347fde0

**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows 10

**Memory:** 8 GB RAM

**Graphics:** NVIDIA GTX 1060 / AMD Radeon RX 480

**DirectX:** Version 10

**Storage:** 21 GB available space

English



His highness, king Servatus, the last in a succession of wise and strong leaders of our beloved Vitra and the majestic Umbilica ... ▾

# Anti Tank '44

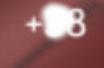




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I will start by saying that I do not know when I grew so old. Better said, I reckon time is defined by some sort of sarcasm that I do not always understand. Although I cannot always tell when it flies by me with increasing speed, I do observe that my own tolerance for crap has been drastically falling. Especially for video games, one of the primary hobbies that I still keep.

What happened to this medium of art, one cannot tell. In a mass of unrecognizable products, with too little uniqueness to show for themselves, the consumer ends being tormented by mediocrity to a point where one prefers to reorient oneself to other means of entertainment.

From time to time, especially now that technology has allowed for the expression of unknown talent to wider markets, you stumble upon little gems that remind one why so much energy had been invested in pixels swirling behind a piece of glass or plastic.

Azuran Tales, although not without its own faults, minuscule in comparison with much grander titles that I have played this year, makes my heart warm at the sight of a long-passed childhood enjoyed in the company of titles that constantly stared at me with unflinching conviction that one must first suffer before enjoying the fleeting senses of happiness.

It is an unforgiving title that will treat you well if one just invests enough for it to consider you worthy.

Another great opportunity to support inventive and talented developers that still want games to be what they once were: the opportunity to explore the need for self-improvement.

I do recommend it, and I hope that you will enjoy this as much as your time allows.. Quite faithful to the inspired source and pretty fun.. A good game, but sadly, a underappreciated one. It's all about skill and team coordination. Do recommend..

<https://forum.paradoxplaza.com/forum/index.php?threads/vis-ther-any-plan-to-add-chinese-support-in-ck2%E3%80%81eu4%E3%80%81hoi4-and-stellaris%E3%9F.1077611/>

[Just don't like what AndrewT response in the thread. The devs obviously sat down and watched that one scene in Aliens and said "Let's make a game about that." You're Lieutenant William Gorman!](#)

[Taken directly in that context, this game succeeds quite well atmospherically. The console is chunky lo-fi-sci-fi and the viewscreen reminds of the installation map they looked at in the movie. This is a nice way for an indie developer to get away with less compelling graphics in the viewscreen. The game continually reminds you that you're not personally with the squad. Your video, audio, data connections fluctuate and commands sometimes aren't heard.](#)

[The gameplay is quite good in that you have a small squad of highly specialized guys \(you can customize them a bunch\) and you have to micromanage them carefully to succeed. The game is very challenging but I find I've usually lost due to a moment of carelessness, in classic roguelike fashion.](#)

[Excellent replayability. I've won, I've lost many times, and I'm still playing it and having new experiences each time. It's enjoyable to fail, tweak your squad members, and try again.](#)

[The flavor text generation is a nice touch. The ship logs, the overarching story, the alien descriptions, the enemy characteristics, and the lengthy descriptions for all of the above, are quite well done. Though much of it doesn't really matter from a gameplay perspective I still enjoy reading about it.](#)

[The enemies are different each game, sometimes quite substantially. It might be ice zombies, ethereal specters, leaping hordes, etc. Between each of the 4 ships in the campaign, you have a chance to buy equipment. Your purchasing decisions are based largely on how well you have investigated the ships, and how much you have learned about the enemy's strengths and weaknesses. Reading the logs is really quite important, and making decisions based on them will make or break your campaign.](#)

[Recommended!](#)

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True to it's word, It feels like an NES game. It might not be as good as some of it's source material (like Contra) but if you are looking for a NES experience (not a quasi retro game, a true NES-like experience), this game will not disappoint.. I'm not one to leave negative reviews, but for this game, I had to. Anything said in this review is not to be insulting, but rather for constructive criticism. With that said, let's get started.

I was browsing the early access games, looking for an interesting game. The cover for this game looked rather interesting, so I read the description and reviews. Seeing all the positive reviews, this game sounded great. I bought the game, and when seeing the menu for the first time, I was very confused. Apparently, this game hasn't been updated since Christmas. So it is still on the Christmas update, even after August.

I decided to play on. I some what enjoyed the opening. However, playing this at 800 x 600 annoyed the ever living \*\*\*\* out of me. Only few minutes in, and we already were hitting the horror, which I guess is alright, since some people might want to cut right into the action. Once the story part is over, you get thrown in a room with a flashlight, where you have to find and collect keys to unlock doors before you get killed by what I assume is zombie ponies. You know whats great? Going to the bathroom and getting a key, and having these zombie ponies corner you and kill you instantly. I honestly wouldn't mind this, as I'm not one to give up, but with the death screen being annoying, and somewhat long, then having to navigate to find your save, I'm just not having it with all of that, just to get insta killed by a zombie pony.

This is all I've managed to playthrough here. This could be a really good game if some of this stuff was fixed. Like the death screen. It's just something annoying I find about the game.. Very, very boring.. addicting game to buy some time :). This game made me say what the f\*\*k more than i should have. I love the game, and the Controls are right now the best solution for VR I played for few hours but this is my first impressions, I'll change it after I 'll finish the game.

Pro:

- great atmosphere
- great controls with roomScale
- interesting environments

Cons:

- low resolution
- puzzle too simple

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