
It's Killing Time Portable Edition

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About This Game

Travel the world, meet interesting new people, and assassinate them for money!

"It's Killing Time" is an ultra-violent 140,000-word interactive nov 5d3b920ae0

Title: It's Killing Time
Genre: Adventure, Indie, RPG
Developer:
Choice of Games
Publisher:
Choice of Games
Release Date: 27 Jun, 2015

English

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This was not the kind of game I was expecting. It's very much focused on your "family" of assassins and your connections to them. You're trying to solve a mystery, but you're forced to go on these assignments that have nothing to do with what's going on. Pros: -Story was long enough. -Opportunities to increase your stats, more often than similar games. -There was one interesting fight, but I don't want to give spoilers. You can choose to romance this person as well, which I thought was pretty cool and went well with my character. -The reason 'why' part of the mystery was a twist I wasn't expecting. But the 'how' I saw coming a mile away. Neutral: -Tries really hard to give you romance options. -What you did will give you the ending of the story, don't have the option to choose. -Ending will take into account reputation, fame, money, character fates. -Secrets and hidden achievements. Cons: -The writing is pretty bad, I found a lot of it silly and ridiculous. -A lot of the time the game ignores your abilities and decisions. A scene just plays out with you dropping bodies like you're a super assassin. You always accomplish your mission. -Spend a lot of time hanging out with your assassin friends and describing the beauty around you, rather than focusing on how you're going to complete your mission. -Way too many characters, very one dimensional archetypes, didn't care about most of them, they're boring. You meet a bunch of characters then next chapter a new bunch of characters are introduced. How many assassins are there?!? -Didn't like the references to previous missions you haven't gone on. Makes you feel like you're missing a part of the story. -Disappointing final boss fight. Final Verdict: Game tried really hard to make you a team player who cares about their "family". You may find the story more engaging if you play your character this way, and not a lone wolf like I did. If you like the story there's certainly good replay options. But for me it just wasn't worth the time or money, this is one of the weaker CYOA games.. It's straight forward. The writing could definitely be better, as there aren't too many elements about any characters, or the story on the whole that I would write home about. It's 2019s fairly predictable, and it's 2019s very easy to navigate the game with a single set of skills without issue or conflict. But with the stream of mediocre and even poor games released from Choice of Games, it was nice to play something that was straight forward. The game was advertised as one where you get to be an assassin, and it delivers on that front. That seems like an oddly simple thing to praise a game for, but that's exactly where these games have been failing of late. They've been so busy preaching its own morality that it stopped feeling like I was embarking on an adventure of my own will. They've been taking place in entirely author created worlds with too many moving pieces and not nearly enough words or time to let the reader immerse themselves into it; that too with worlds that aren't nearly as interesting as the respective authors believe them to be. They're so distracted at being something else that they stop being choose your own adventures. This was just that, an adventure where you're choosing the details, and steering the story. It's not one of the truly better Choice of Games entries, but I have to give it a positive review for having the right idea, when others are trending in a worse direction.. This was not the kind of game I was expecting. It's very much focused on your "family" of assassins and your connections to them. 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You always accomplish your mission. -Spend a lot of time hanging out with your assassin friends and describing the beauty around you, rather than focusing on how you're going to complete your mission. -Way too many characters, very one dimensional archetypes, didn't care about most of them, they're boring. You meet a bunch of characters then next chapter a new bunch of characters are introduced. How many assassins are there?!? -Didn't like the references to previous missions you haven't gone on. Makes you feel like you're missing a part of the story. -Disappointing final boss fight. Final Verdict: Game tried really hard to make you a team player who cares about their "family". You may find the story more engaging if you play your character this way, and not a lone wolf like I did. If you like the story there's certainly good replay options. But for me it just wasn't worth the time or money, this is one of the weaker CYOA games.. I rate the game It's Killing Time 3/5. It's okay I guess. Mediocre. I can only barely recommend this game and mostly only because it's fairly cheap. This is another one of those choose-your-own-adventure type text-based games in the same basic style (but not of the same quality) as Choice of Robots, Choice of Alexandria or Champion of the Gods. It features the same huge flaw; the inability to simply turn the page back to a previous choice or a previous page. I have to admit though, on my first play through I was very impressed with this game. It's campy and silly and purposefully cliched in many of the right ways. The descriptions are good and visceral but the writing style never takes itself seriously as it is continually heavy-handed. In a way, this is a very well-done parody of those dime-a-dozen thriller novels featuring assassins and murder-for-hire secret

organizations and so forth. The choices seem interesting and it feels as though each choice may be very important and could potentially lead to a very different conclusion. Unfortunately any sense of choice this game provides is largely an illusion. I started to see some serious draw-backs to this game during my second and third times through. Some choices seem to have fairly arbitrary results and all choices ultimately lead you either to the exact same death paragraph or the exact same final battle encounter. Some paragraphs are swapped in or out in favor of others depending on how evil your character is or depending on which side characters you've chosen to support along the way but the story is, very unfortunately, largely the same no matter what you do, unless you act extremely stupidly and manage to die before the story's end. Worse still, despite the initially compelling sense of danger this game provides, this game is actually extremely forgiving, particularly given its subject matter. Situations in which you should instantly die merely cause you to be wounded and you will usually have the opportunity to get healed before the next chapter. Once, I literally played through the game trying to get my character killed and didn't manage it until well into the second half of this game's story, mostly because I refused to allow him to get healed whenever the opportunity to do so presented itself. From the standpoint of being challenged to find the right path to a successful ending of some kind, this game practically plays itself and worst of all, you get pretty much the same ending (only with different moral overtones) no matter what choices you make. There is a single juncture at which you can either choose to end the game or continue but that is almost the only real decision that really seems to matter so far as changing the story's ultimate ending. The potential have the amazing experience of peering into a myriad of radically altered versions of the future, each based on your different potential choices, a trait which should ideally be common to all choose-your-own-adventure type games/stories, is largely ignored here. There is no way, for example, to choose to side with the story's antagonists. There is no way to try to escape the confines of the story's plot and lead a life that is irrelevant to being an assassin (you can't drop everything and become a used car salesman instead). There is no way to simply around and do nothing until you get killed. The game forces you to go on airplane flights, to take certain missions, to go to Miami. Even if you fail all your early assassination missions, the game's final confrontation will still happen where it always does. No matter what skills you emphasize along the way, if you win, the villain will still be brought down in a very similar way (during a kung fu fight). This game offers few true choices. Playing it more than once merely kills your time.. its good

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