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About This Game

Face the world's fiercest dinosaurs and make it back to the future in one piece! You're a physics student with a dream: travel back in time and document the world of dinosaurs. Can you survive the terrors of the Tyrannosaurus rex?

T-Rex Time Machine is a 170,000 word interactive adventure novel by Rosemary Claire Smith, where your choices control the story. It's entirely text-based—without graphics or sound effects—and fueled by the vast, unstoppable power of your imagination.

When you successfully convert your Land Rover into a working time machine, you set your sights on traveling to the age of the Tyrannosaurus rex, triceratops, and pterosaur where you'll study dinosaurs and film a thrilling documentary. The only problem is the competition: your rival and enemy Darien Vance has claimed your work for his own, accused you of plagiarism, and had you kicked out of graduate school. When you travel back in time, you'll have to prove you got there first, redeem your good name, and make it home safely.

- Play as male or female, gay or straight.

- Dodge stampeding triceratopses and sickle-clawed troodontids.

- Find love with your best friend or one of your time-traveling classmates.

- Feed a baby duckbilled dinosaur and let it imprint on you.

- Film and debut your dinosaur documentary—as a scientific masterpiece or a heartwarming nature film.

- Master time travel as you repair your Land Rover on the fly.

- Prove your rival stole your time machine plans, or forge a new partnership with him.

Explore the Age Of Dinosaurs--if You Dare!

Title: T-Rex Time Machine
Genre: Adventure, Indie, RPG
Developer:
Choice of Games
Publisher:
Choice of Games
Release Date: 7 Dec, 2017

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English

NICE LINES
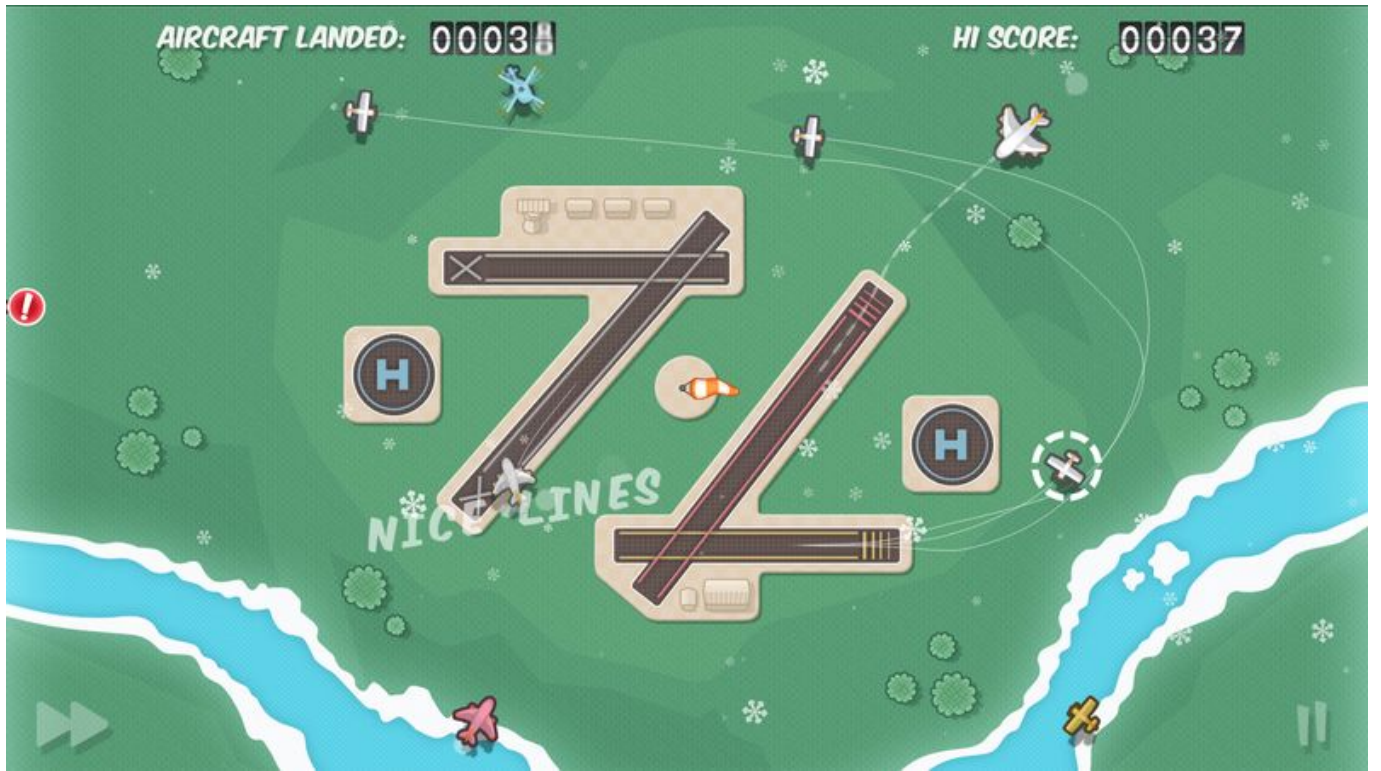
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I wanna give this game a neutral rating (rather than positive or negative) but as of the time of writing this review, it's forcing me to give an up\/down recommendation.

Anyhow, TL;DR: this game would be a lot more fun if it weren't for its overdone horizontal momentum effects.

EDIT: I've gotten to what I think is the last world of the game (world 6) and 6-1 has other forms of punishing difficulty. I enjoyed the earlier levels, thanks to their whimsical atmosphere, but the game doesn't feel fun anymore.

Basically, this is a platformer wherein every level you get to take powerups from enemies based on the abilities they use, and use them to your advantage. This includes attack abilities (e.g. a fireball), movement abilities (e.g. jump higher and fall slowly), and accessory abilities (e.g. a light, for dark places). You can have up to two of these powerups with one active at any time.

This is a really neat idea, honestly. Trying out the different abilities, and playing through the levels using them, is actually a lot of fun. Or it would be...

...if not for the fact that its implementation leaves something to be desired:

- Horizontal momentum effects make the movement feel less responsive than I'd like it to be. This goes doubly so in the ice area, of course, but even outside it, I don't feel I have a very precise control of Tobari's positioning. (I wanna call the movement "floaty", but honestly, the jump being floaty is not the problem, it's the horizontal momentum.)

- The difficulty isn't entertaining; it's just frustrating and tedious. With just 3 hit points, the player is afforded only two mistakes before being forced to repeat a level or section thereof, and these aren't just quick one-screen affairs of the sort that you might find in Meat Boy or other games reputed for their difficulty. These can be complex things that take a whole minute or two to get through. In some levels you can expand your HP pool to 6, but this gets reset when the level is over.

- Actually, you lose all the magic medals you picked up, at the end of every stage. They just get turned into a miniature slot-machine-like prize pool, where you can get one-ups or extra coins for example, but that's not as useful. This by itself wouldn't be a problem, except...

- Not having the right spell can mean a turning a mildly annoying situation into an extremely frustrating one. The boss of stage 4-7 is an example: You can steal a few abilities from her, but none of them are particularly useful, with the best one being throwing rocks in a parabolic path starting at a horizontal speed that varies with your own momentum, and needless to say it's rather awkward to use. One of the best abilities to use against her is the ground-hugging spark, but that requires getting it in the beginning of the level and then not dying in either the tedious second section of the level or the hectic autoscroller third section (both of which have instant death pits) -- both of which have checkpoints before them, as does the boss. If you happen to take any of those checkpoints, this means you might start off with far worse abilities, or even none at all, going into the bossfight. So ironically you might be better off NOT using the checkpoints. This one stage was horribly annoying, but other stages also have similar annoyances, albeit to lesser degrees.

  Aside from these criticisms, I have no others. The game runs smoothly without bugs, the controls are decent and reconfigurable, the music is generally pleasant (though not necessarily particularly memorable), the graphics are clear, and the script\/story makes sense and uses proper grammar, and so on.

  If the gameplay weren't so frustrating, I would love to explore the stages for the alternate exits. But it's just that after playing it I feel burnt out on the gameplay, particularly the movement. If the movement weren't as annoying, trying out the spells and playing with them would be so much more fun.

  (Disclosure: I bought this game discounted on Steam.). Fun I guess but done everything in an hour so a bit useless..

fantastic vn, highly reccomended. I bought a bundle because this was in it, so i was hoping this would be worthwhile. Dwarf Tower isn't a bad game, but it's one of those indie games where developers don't want to bother with proper single player and you just have to hope there are other people interested in multiplayer. This game doesn't seem to be dead, so there's that.

However, i wouldn't recommend it. Aside from lacking a non-redundant singleplayer component, the core gameplay is flawed. There's very little strategy involved, you mostly just have to hope to get the right cards (like the tabletop game Saboteur). You can spend many turns waiting for an attack card or a solution to an enemy attack (fire/flood). There's no way to influence this aside from the alchemist lab, which is rare and explodes randomly for some reason.

Aside from that, deckbuilding is done through some cryptic system that requires you to know the game quite well. I love deckbuilding but you have to give people some indication of what they're doing. This could have been a fun game where you start as an apprentice, fight enemies and earn new cards over time. Instead, it's a half-finished game dominated by luck.. Ok here it goes.

I'm 30 years old now. This game gave me the feeling of playing the good old games again, where you dont have to rush and just soak in the mood of really well painted textures and the weird humor they came with. Although it is kind of short, this game proves again that you don't need some kind of endless games to make it worth buying it.
You can almost see the developers were really into that game.
. BAD GAME DO NOT BUY, BUGGY AND BORING. i smell pennies. Poporing Ninja Simulator 1.0. Amazing graphics and gameplay. One of my favorite RPG horror games so far with new updates that make the game better. A must have for those new into the horror RPG genre.

pretty good game. I was pretty disappointed by this game. I really liked Eden so was excited to try out Shooter. At first I really enjoyed it. I liked the graphical style, the overall gameplay, and the fluid mechanics and interactions are super cool. But then tedium set in. None of the levels are difficult. I probably died like 20 times in the entire run through, and most of those were to bosses or me just being lazy. It's also pretty much the same thing over and over with slight variations, and I don't really like the necessary compulsion to collect jewels in order to progress through levels. That requirement seems like it's there solely to make a short game longer. It doesn't add anything to the experience. The combat is also pretty repetitive. It never presents a challenge and the enemies pretty much just exist to give you something to do other than collect jewels and scientists and avoid environmental hazards.

Also, the music just doesn't make any sense. It feels like it was made for another game and accidentally inserted into Shooter. It's out of context.

And then there's the fact that this game came out for PS3 in 2009 and is selling for $9 (the Steam release date is Nov 11, 2013). There's even a sequel that came out in 2011. I didn't realize that and I guess that's my fault, but come on.

The game isn't terrible, but it's not particularly good either. You might enjoy it if you want a casual, easy, pick up and play type of game and like the graphical style. As I said, the fluid physics and interactions were really inventive and used well. I would have like PJ to have harnessed that a bit better to make this a deeper game. All in all I can't recommend it generally.. 0\/100

-50 Utter garbage
-50 A game that people buy for the trading cards and nothing more.. worst game ever done. do not buy at any cost. These tracks are boring.

Not "zen" or "relaxing". Boring.

I purchased this soundtrack in hopes of experiencing the same mood that one does when they play the Race the Sun game. It's a wonderfully simple game and the music excellently expresses the wonder of soaring across planes of obstacles, the stress of watching the sun go down, and the melancholy of death.

The OST is a completely different mix of these songs. Only one of them exceeds 3 minutes, so the entire minute of near-silence preceeding almost every song means that you're halfway into a track before anything musically interesting happens.

The actual clips of audio used to make those glorious loops in the game represent about 15 to 30 seconds in the actual track, so I'd have to edit these tracks myself to listen to what I actually wanted to hear.

Finally, this OST operates under some sort of precident that no less than 10 seconds of pure silence can end a track, almost triple that in one case.

This OST is not worth $2 independently. It should come with the game.

TL;DR: Expected OST to expand upon songs from the game, got brief clips of music and excessive silence instead.