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## About This Game

### A Race To Alter History On A Ship Out Of Time...

Intrigue and adventure await you on board the Titanic, the most famous ocean liner in history. As a British secret agent on a vital mission, it is up to you to change the course of history as you explore the world's most luxurious ocean vessel in all its original splendour.

Navigate the amazingly detailed 3D reconstruction of the doomed ocean liner and rub elbows with high society from the turn of the century, all while searching for clues and solving challenging puzzles that could alter world history.

Along the way, you can move freely around the ship, exploring the Titanic's decks, corridors and staterooms – all of them so perfectly reproduced that they were chosen for use by historians during a scientific expedition at the actual wreck site in the North Atlantic.

Then, on the night of April 14, 1912 you plunge into a race against time. Both spectator and participant in a multi-tiered drama, your own survival and the fate of millions hinge on your actions during the last hours of the sinking ocean liner.

- Accurate digital reconstruction of the Titanic,
- Easy-to-navigate, fully explorable 3D environments,
- Immersive and fluid 360 degree real-time movement,

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- Characters remember your actions and act accordingly,
  - Guided tour option – explore the Titanic and learn all about the ship!

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Title: Titanic: Adventure Out Of Time  
Genre: Adventure, Casual, Simulation  
Developer:  
Cyberflix Incorporated  
Publisher:  
GTE Entertainment, Nightdive Studios  
Release Date: 1 Jan, 1996

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**Minimum:**

**OS:** Windows 95 or windows 3.1

**Processor:** 486/66 or faster processor

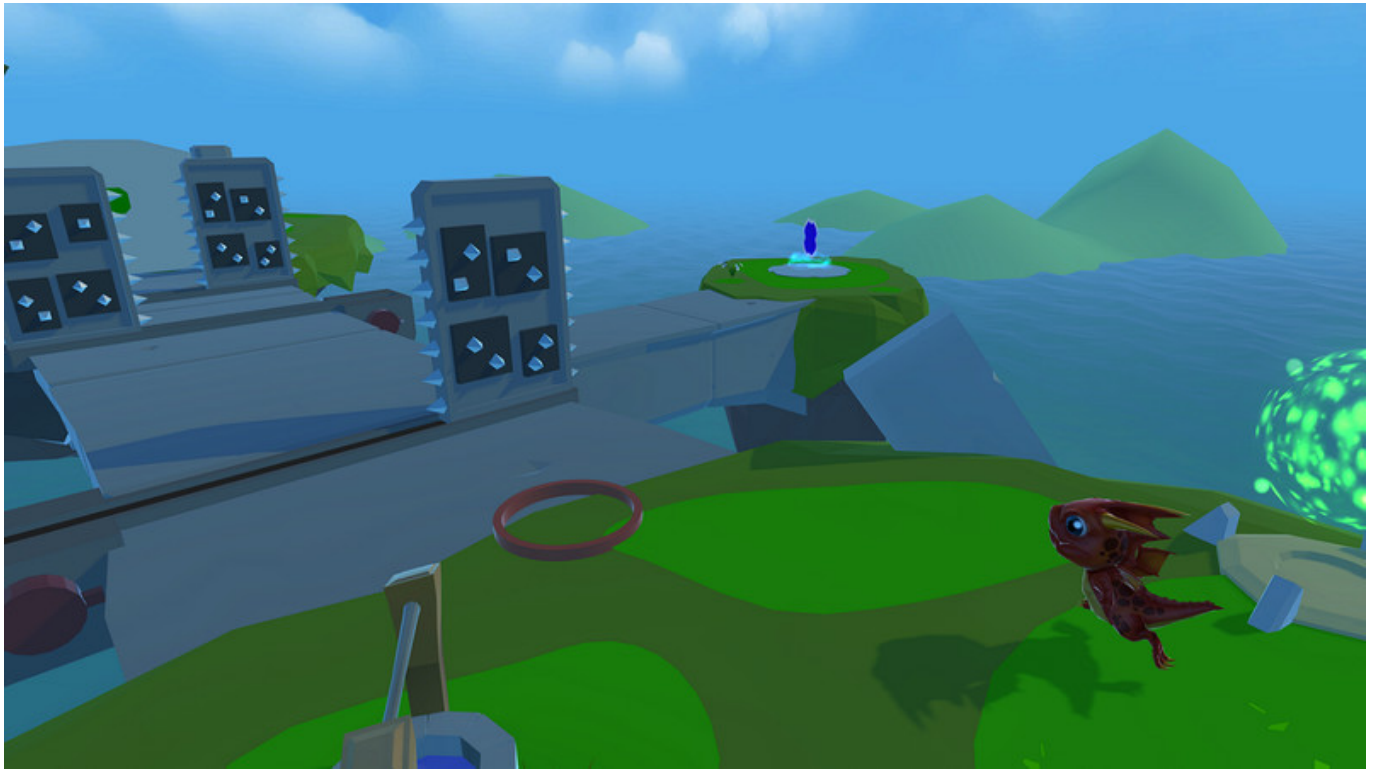
**Memory:** 8 MB RAM

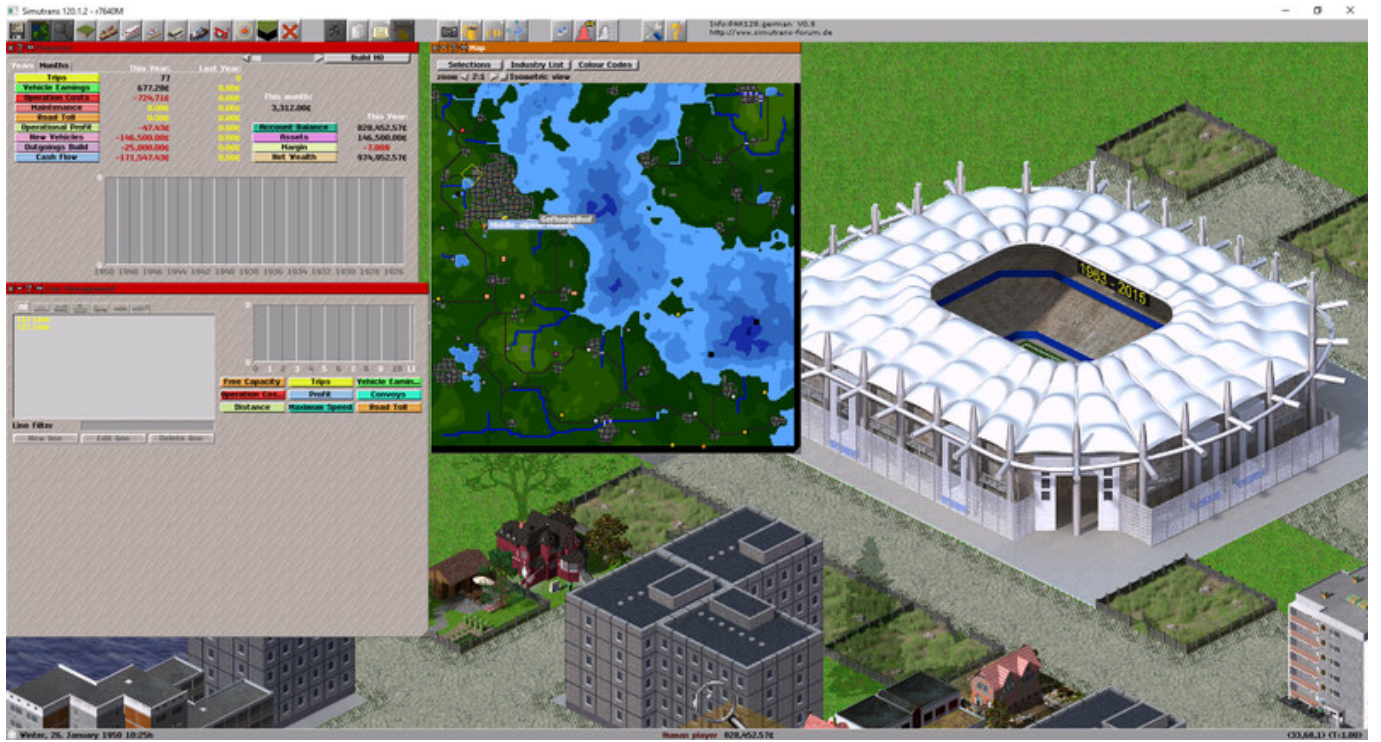
**Graphics:** Super VGA video card and colour monitor

**Storage:** 1 GB available space

**Sound Card:** 100% Windows compatible sound card

English







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this is good game if u like titanic but this ship is unsinkable. I'm usually hesitant about buying short games, but something about this one caught my eye as I was looking at a list of games on sale. Best decision I've made in a long time, and a much better use of my money than most things I waste it on.. This game looked stupid. And then the first video - BARF! super cheesy. But a reference to Card Hunter (dig it) caught my eye, so against my better judgement I gave the game a proper look. The game "sounded" solid, and the second video seemed to like it, so I honestly don't know why, but i bought it.

I'm shocked. Halfway thru the campaign and my impression is that It's good. It doesn't appear to have the same depth or polish as Card Hunter, but it's a worthy comparison. For me it captures the same engaging strategy thinking in ~15 minute chunks without being punishing or tedious.

Pro's:

Price - It's well worth \$4

UI - Easy to grasp and efficient. Adding extensive mouse-over text would take it from good to excellent.

Tutorial - Sparse but effective. The "pass" mechanic (npi) seemed gimmicky at first, but now I see it as important to the flavor of this game.

Quality - The writing and card descriptions are sharp. No major bugs. Only one crash and it even told me why (failed to adjust resolution) and crashed gracefully.

Gameplay - It's deep enough to not be casual, and simple enough to not be hardcore. I'm fine with the amount of RNG so far.

PvP - Haven't tried it yet, but if anyone else is playing, i look forward to it.

Cons:

Marketing: The first impression (before buying) was so bad that I'm afraid not many others will buy it.

Graphics: I'm not a fan of the overall appearance. It doesn't detract from gameplay, but I find it amateurish. Reminds me of Dungeons of Dredmore which I also liked despite disliking the visuals.

Card Hunter fans should enjoy this, it's better than it looks,

Other dumb looking games that are fun:

Srututu (RPGV/board game - not on Steam)

Bravada (Battle of Tiles/VTBS). It's rare these days to find a game that can hold my attention for a few days. Bossconstructor managed that and then some. This top down space shooter is more than meets the eye.

Design your own ships, use your own imagination and come up with terrifying ships. Then take them into story mode or other challenges. You can be fast and aggressive, rely on speed and firepower, or you can be sneaky with cloaking and ranged weapons. You can be kiting with ranged weapons as well, or even just ram your opponent. You can be a turtling carrier or even your own factory, and send out your AI ships to defeat the enemy.

As long as you are having fun with the ship, it's a good design. I like how the developer allows the players to find their own style, and play the game their way. There is little handholding and "overprotective" balancing here. I applaud that, the game is better for it, and most importantly, it's FUN.

Pros:

Fun Gameplay

Design your own ships

Room for lots of creativity in ship designs

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Great Dev Support

Challenges, leaderboards and different game modes

Cons:

Story Mode could be fleshed out more

A bug/crash here and there. good game worth playing. Pros:

- Smooth gameplay \*Very important
- Well optimized game \*Very important
- Unlimited FPS \*Very important
- Nice graphics
- Different gameplay style - alternate between motos while racing
- Many challenges to do
- Many motos to buy
- Many tournaments and gold medals to get
- Many achievements
- Customizable keyboard layout
- Arcade

Cons:

- Many times game crashes when loading the main menu
- Sometimes game performance goes down and need to restart the game to fix
- Can't customize gamepad layout, however the default layout is good
- Can't open Steam Overlay, however achievements and chat messages are shown
- Soundtrack of 1 music, but you can disable it
- Game is too easy and bots doesn't alternate between motos. It's not as good as the Heart's Medicine series, but it still scratches that itch. The story is funny and makes you want to keep playing to find out more.. CARPAL TUNNEL SYNDROME SIMULATOR 2016.

But seriously, I got to the last floor, saying "Finally" quietly. Saw the endless spawn of the protect their face creatures, died, and in a rage, closed my game to put this review. Don't not play this, it's short and everything, but don't endure the cramping.



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great game having so much fun with it. Nothing compels me to give this game any more of my time, I cut my losses so should you. ♥♥♥♥.

Too much useless♥♥♥♥♥♥to learn for a game that doesnt even seem interesting :/. Bought to support the devs, stayed for the cool heads. You spin, you shoot.

10/10. This game is strangely addictive and fun. very fun game with lots of friends so and not very fun with A.i but still great game

. This is one of the best games I have played in recent years and is now one of my favorite games in my Steam library and I have over 500 games. This is a true side scrolling shoot em up similar to R-Type that harkens to the glorious golden age of NES and SNES shooters. The game has a great soundtrack and really good graphics. This game punishes you and requires the same old school mechanics that made some of the classic games so memorable. I prefer this game to Sine Mora and Syder Arcade which I just found boring. This game requires almost perfect positioning as well as patient timing and really works your brain. You have to pay attention and know what you are going to do to survive a level. Getting the golden eggs while you are getting shot from every direction and the level is scrolling gives you seconds to figure out the patten and move accordingly. The leve ldesign is great imho. I was acutally very suprised at the low scores at Metacritic and the 1 lame user review. It just shows how lazy game reviewers have become where if a game requires you to memorize or learn something via trial and error or practice like in the goold old days its not good in their eyes. This is an amazing game. The first time I fired it up I played for 2+ hours straight on "hard" and it was amazing. I just kept saying "this game!!" everytine I died but kept coming back for more. I haven't felt like this since I was a kid. Really solid side scrolling arcade game that requires you to learn the mechanics, positioning, and item placement. Replaying the levels is not bad as there are many of them that you have access to via branching paths and each is challenging enough not to get boring even during repetitive playthroughs. Each level also ends relatively quickly as you solve or move past the obstacle never forcing you to reply too much of it from the beginning. You do only get one life and in some areas it starts you from the beginning while others from the middle of the level but it does not take long to get to where you were. You can go back to the galaxy map and store at any time if you can't make progress and try other combinations of weapons and upgrades. I have had no problems going through the first 8 stages with just using the 2 basic guns and an armor upgrade and this is on hard. If you loved old school side scrolling shooters like R-Type and wished that modern devs made a game as equally challening and fun as what we used to have that does not hold your hand this is the game for you. This game is affordable and beautiful to play through. This is one of the best purhcases that I made in 2014 and a welcome addition to my library. I have almost every Shmup and arcade game available on Steam and this is now one of my most favorites. Don't listen to the lazy reviews, give this game a shot. Even if you play it for a few hours its exciting, and really fun as it really makes you pay attention and requires you to improve your skills to succeed.

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