
It's Killing Time Cracked

It's Killing Time

by Eric Bonholtzer

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It takes a moment before the door is flung open, a pot-bellied man with a thick coat of white hair on his chest staring back at you. Dressed in only a bathing suit, he stands in sharp contrast to the three fit, Hawaiian shirt-clad bodyguards inside. You inform him that you're from the hotel and you're here to take him on a boat ride around the bay. Looking you up and down with suspicion, he says, "You're not from here." It's not a question, and you realize he must have picked up on your lack of an island accent.

Remembering your boss's admonishment that the target would be suspicious that someone from America would be tracking him after double-crossing his business partners, you say:

- "I'm an ex-pat. Moved here a while ago because, well, this place is paradise. Trust me, though, I know these waters as well as any native."
- "Born and raised on Bora Bora. I live on the other side of the island, so I can show you some of the best spots that few of the other guides know about."
- "To be honest with you, I'm new to this island, but not to the business. I was a boat captain in Canada for years before deciding to move to a warmer climate."

Next

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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 novel by Eric Bonholtzer, 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.

Earn respect, reputation, and wealth as a hired assassin. You'll be dressed to kill, driving an exotic car with outlandish weapons in the trunk.

But in the glamorous, fast-paced world of murder-for-hire, you can never know who to trust and who's gunning to take you out. Who will betray you? Whom will you betray?

Will you be a spiritual hitman or hitwoman, a ruthless assassin, a total psychopath, or a righteous killer? The choice is yours.

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

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English

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Reasoning the risk is worth the reward, you decide to plant a bomb. Your choice seems like a good one as you spot a trashcan near the leg of the Eiffel Tower where you see your target, Andre, and his entourage, descending.

You mosey over to a small coffee stand in the shadow of the massive, metal landmark where Marie is waiting. Ordering a cup of French roast, you wait for the target to get in range.

Your heart skips a beat, though, when you see two teenage boys smoking cigarettes stop just beside the trash receptacle. Judging from the ashtray attached to it, they aren't going anywhere soon. You...

- Change nothing. They are collateral damage. Besides, smoking would have killed them, anyway...eventually.
- Pretend I'm a cop, march over to the boys, and tell them I'm going bust them for smoking unless they leave.
- Change tactics. You don't want to kill innocent people if it can be helped, and thankfully, you have your trusty, steel blade with you.
- Go to the hotel I have a reservation for and take the sniper shot.

Next

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"You made a mistake," you say.

The man looks at you for the moment, then says, "And what's that?"

You grin. "You messed with me."

The man only has time to mutter a confused, "Huh?" before you're on top of him. He struggles with you over possession of the weapon. You lash out with a savage knee to the groin, followed by a short elbow to the gut. The would-be robber goes down in a heap and you're able to wrest the harpoon gun away by force.

He quickly gets up off the sand and turns to run. You:

- Let him go.
- Shoot him.
- Tackle him and choke him out.
- Threaten him with violence until he follows me into the water, then shoot him in the leg and watch him drown.

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Are you kidding? "It's Killing Time" is so bad, it's funny. I was actually laughing out loud at how much more ridiculous the story got with each passing chapter. It's hard to explain without revealing any spoilers. But that's part of the problem. The story is so poorly written, it drops spoilers on itself. Predictable is too mild a word. The characters are so 1-dimensional, that you can just match them up with their 'Creative Writing 101' archetype when they are introduced. At first there was disappointment with these flaws. But about half way thru, the story reached a point of absurdity that I couldn't help smiling at how awful it was. I also couldn't help but use the 'vast power of my imagination' to envision the author asking himself - "How big a turd will these Choice of Games people pay me to pop out?" The big twist is beyond telegraphed. It's like when a little kid tries to whisper something to you and its louder than if he had spoken in his normal voice. And this so-called twist is delivered to you by a character that is even too campy to be a Bond villain - it's all just laughable! This is the kind of game you gift to someone as a practical joke. I am seriously asking - was this *meant* to be funny? I can't tell.

But I feel kind of guilty wondering if it may have been a genuine effort at entertaining people. Oh ... that's sad. Now I feel bad again. To avoid inflicting upon others the crushing sense of despair that comes from realizing someone might have poured their heart and soul into something so dreadful, I can't recommend this story/game to anyone. Advice for the Choice of Games people - replace 'ultra-violent' with 'ultra-hilarious' in the game description and repackage it as an assassin parody- but don't tell the author. Then I will come back and give the game a thumbs up.

Now I guess I'll go take a magic healing bubble bath that can help cure gunshot wounds, just like the hero of the story does after a tough mission. I'm not kidding. It's just that ridiculous.. its good

. I wasn't expecting much from 'It's Killing Time' due to the 'Mixed' review score, but I picked it up in a mini-bundle from 'Choice of Games,' a publisher who I really like. I've played maybe a dozen or so of the 'Choose Your Own Adventure' games and really like them. I've mostly gravitated towards the highly reviewed ones though, so when I decided to play this one I expected to 'kill' some 'time' and that's about it.

Wrong! I really enjoyed 'It's Killing Time' actually. I played through twice, once as a 'good' guy and once as a 'bad' guy. You play as a contract killer embroiled in a deadly conspiracy of murder and deception, all the while trying to maintain a successful dossier of contracts. The thing I liked most about this 'game' was that I was not being punished because I did not stack the correct 'talent.' You can be deadly, cunning, or intelligent and it will serve you well and not gate you off from succeeding.

Many of the CYOA games have a point in the game where you were supposed to have built up a specific attribute that will be used at a crucial point in the story and if you didn't randomly choose the right one you fail. It's essentially the death of the 'choice' aspect of the story which defeats the purpose. IKA instead allows you to role-play the character YOU want and makes it rewarding by using your chosen skills to solve the problems that come your way. Thanks!

As for the story itself I won't spoil anything but it's a fairly straightforward tale of espionage including some nice surprises and a decent twist. What the story does certainly attempt (and succeed) at doing is making you feel cool. The descriptions of your daring exploits are well-written and have an eye towards flair and drama (NOT gritty realism) that make you feel awesome (John Wick-esque). Overall this was one of my favorite CYOA games and one I highly recommend. It's meant to be over-the-top and implausible but it works and is a fun ride.. 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.. This game is bad yo. Choice of Games usually runs from OK to Pretty Damn Good, and this was...I wanna say, embarrassingly bad?. 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.

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And it's short.

Basically, it is well made, but I so not recommend it. There are better games from the same publisher out there.. Absolutely fantastic game! From the second I started playing I was hooked. The writing is great, the pacing is terrific and the detail is engrossing. I've always enjoyed Choice of Games and I'm really happy that there's finally an assassin COG. There are a ton of options and different ways to play through the game, which I first got on my phone. I've now played it a second and third time. I keep discovering more and more. I like how you can really choose to be the kind of assassin you want to be. Definitely recommended.. I actually liked the story a lot on the first playthrough. Yes, it might be a little easy to see through in parts, but I feel like that about a lot of stories ... I read a lot and you learn to recognize patterns after a while. I liked the writing, too, even though it might perhaps be a little better every now and then.

The fact alone that I'm rating this game should show I like it ... I usually don't write reviews.

I rate the game *It's Killing Time 3V5*. 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 go 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.. For a "Choice of" story, the game is kinda underwhelming. It's more of a combination game (find what works best for which achievement) than a truly role-playing game.

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