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## About This Software

AnyTime® Organizer Standard 16  
The Organizer That Works the Way You Do!

Get Organized & Take Control of Your life!

AnyTime Organizer has all the powerful tools you need to organize your personal and professional life! The friendly and simple interface makes it easy to access the Calendars, To-Do lists, Contacts, Notebooks, Passwords, Expenses, and hundreds of design combinations for printable calendars. Let AnyTime Organizer help you organize your life and you will see why more people choose AnyTime over any other brand of organizer software.

The Only Organizer that Organizes Your Calendar, To-Do's and Contacts!

Organize your calendar for work, personal, or other groups. Schedule events, calls, tasks and appointments. Increase your productivity and prioritize and manage your To-Do lists. Keep a detailed record of every contact. Remember important events--even prepare a holiday card mailing!

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### Calendars

- Organize and switch between multiple calendars: work or personal, and create categories
  - Schedule events, calls, tasks and appointments, and avoid conflicts
    - View schedule by day, week, month or year
    - Add recurring and repeating events
    - Drag-and-drop to reschedule
    - Print or e-mail a PDF of schedule

Layout Designer--Choose from 100+ Layouts & 15 Base Themes for Customization!

- Take advantage of exclusive layouts like Weekend Planner, 3-Day Travel Planner, and Tri-Fold Address Book. Create a PDF of any layout and e-mail your schedule to others.

### Design Layout Share and Print

- More than 3,000 layout design combinations
- Choose from 15 base themes or create your own design
- Exclusive layouts include Weekend Planner, 3-Day Travel Planner, and Tri-Fold Address Book. Print to popular day planner sizes including 8.5" x 11", 5.5" x 8.5", 3.75" x 6.75", and 3.5" x 6"
  - Print or send as PDF

### Address Book & Contacts

- Keep a detailed record of every contact
- Remember birthdays and anniversaries – even prepare a holiday card mailing
  - Keep a history of meetings, tasks and notes
  - Simply drag-and-drop to schedule calls
- Date and time stamps are added automatically
- Add photos for each person as a quick visual

### To-Do Lists

- Keeps record of accomplished tasks
- Set deadlines, track, prioritize, sub-prioritize, and add alarms and important notes for to-do's
  - Assign tasks to categories
- View completed versus non-completed to-do's
  - Add alarms

### Electronic Sticky Notes

- Add colorful reminders to desktop with one-click
  - Visible while working in other applications
- Display in front of or behind open applications
  - Choose note sizes, colors and fonts

### Special Event Reminders

- Keep track of special events tied to each contact (e.g. birthdays, anniversaries)
  - Set event alarms

### Alarms & Reminders

- Use MP3 music as alarm ringtones
- Snooze alarms by hours, days or weeks
- Send text message and e-mail reminders

### Driving Directions

- Get maps and driving directions for any entry in address book

### Import & Export

- Import data seamlessly from Microsoft® Outlook, Sidekick®, Lotus Organizer®, Day-Timer Organizer®, previous versions

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of AnyTime, and other organizers

- Import addresses, phone numbers, and contacts

AnyTime Clocks™

- Unlimited number of simultaneous clocks and timers
  - Add to desktop
- World Clock to track date and time in any time zone
  - Countdown Timer
- Elapsed Timer to monitor events and tasks, or capture billable time

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Title: AnyTime Organizer Standard 16

Genre: Education

Developer:

Individual Software

Publisher:

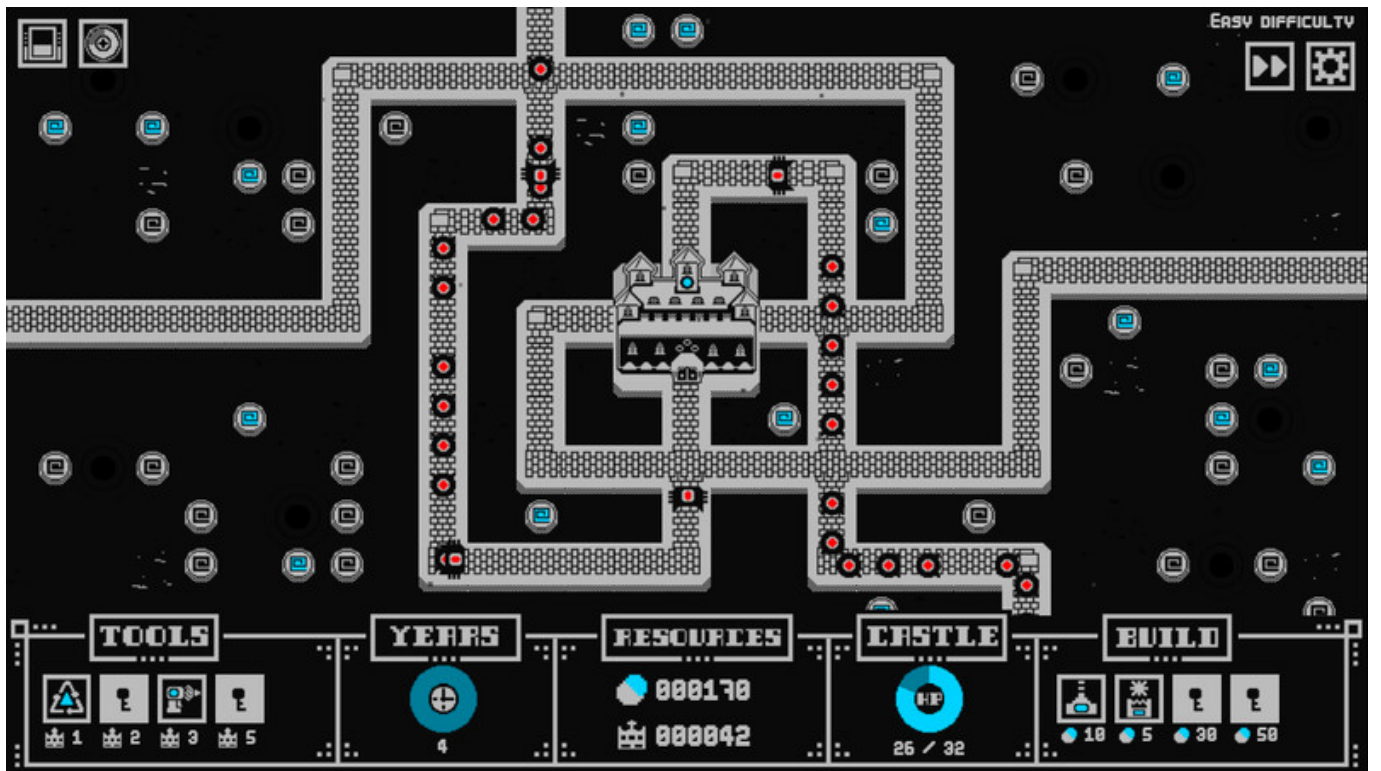
Individual Software

Release Date: 10 Aug, 2018

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English







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anytime organizer standard 16

Good story and ok gameplay, but some of the controls is annoying and so is the combat system.. (My playtime also includes several hours of the free version prior to it being on Steam.)

A lot of people complain that games are getting too dumbed down. Hydra Slayer is here to remind you that actually, you only want a game as smart as you are, and you ain't all that smart, sunshine. Hydra Slayer is a game that literally has a powerup that tells you exactly how you can optimally fight everything on screen, and you're still going to lose a lot.

It's a great game in small spurts before the crushing despair gets to you. It's not for everyone, but if you want a hardcore game, Dark Souls is a god damn ice cream cone next to Hydra Slayer.. This is basically a set of mini-games that involve stunts. You calc the strength, distance, direction, ect for stunts. You get score based on the outcome.

Its not bad, but also a bit more limited than I was hoping for...

Its ok for what it is.. Don't buy this. I love this game, but it just plain doesn't run on Windows 8 or Windows 7. I really wish they would patch it so it would run on the newer OS' or better yet create some sequels..

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NUT!!!!. Project Root is sort of an open-area arcade shooter that feels like it came from the 90's. I was enticed by what I saw, bought it on sale, and merrily jumped in. 20-ish hours later (which was in Offline Mode and thus not displayed here), I was done waiting for it to become worth my time OR money. It's got a good arcade-y feel to it, the objectives are (most of the time) clearly marked, and the game DOES work as intended. HOWEVER....it is heavily marred, and I shall focus on those details.

The English is sloppy. Even one as pedantic as I can forgive the occasional mistake, but this is pre-high-school level, and it grates on me. Some of this is presented in pre- or post-mission cutscenes that alternate between two ugly character stills and an uninteresting story poorly presented through text. The rest of this mess is given by all the text frequently sprawled across the bottom during the action. This is distracting at best, and often meant I had to back away from all combat to catch what was going on before the text rapidly vanished.

And the controls....I don't know about keyboard\mouse, but I played this on a controller, and it was not fun. There is never a need to stop shooting. You should be shooting during the majority of the time. You need to be holding down a button to shoot. These missions are upwards of 20 minutes each. That makes 20 minutes or more of holding down a button more-or-less constantly, which gets uncomfortable, and the ensuing cramps dissuaded me from that third mission in a sitting.

But what about aside from that, what about the gameplay? Well, there are upgrades! Upgrades that don't necessarily explain what they do. "Elite kit: Rockets" doesn't tell me much. And these felt minor, easily forgettable, and like the points on "Whose Line Is It Anyway?" ... didn't really matter. Honestly, the game should've just left out the upgrades altogether.

The view feels too zoomed in. If you want to avoid getting shot from off-screen or rushing past an enemy nearly as soon as it appears, you need to keep your eyes OFF of the scenery and on your mini-map. The shooting and the dodging just don't feel GOOD this way.

Now, some of you may like the idea of infinitely respawning enemies. Keep the pressure on as you go for the objectives, right? Well even that just feels clumsily done in Project Root. I found one of the spawn points. A ship appearing in air right in front of me, and another instantly appearing right in front of me as its predecessor died in fire. I should not have been able to see that. That aside, the constant enemy spawns are just an aggravating nuisance during the boss fights, which go on too long anyway.

This game's graphics and settings are also subpar. It felt a little sluggish on my quite-decent machine, despite not looking the part of a modern game. Reducing the graphics settings yielded a result, and smooth play...but the distant background went from fog to black abyss. A black abyss that sometimes swallowed or spit back out various terrain features of this background layer, based on which direction I was facing. There's a difference between giving a game a more basic graphical style, and just poorly-executing your visuals.

In short, if you want a budget version of a modern-day imagination of an older-style shoot-em-up that has a very open area, you



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could probably do worse than Project Root. There's a gulf, however, in between that and a recommendation from me. That gulf is hidden in a glitchy black abyss.. I was really doubtfull when I purchased Vagrant Fury due to some comments below, but since I saw the devs lowering the price I decided to give it a try and I'm glad I did, because the overall concept of the game is well done. I think it's at a reasonable price range now for what it's worth.

It could be improved, yes, as all other indie games, but it's simple and gets straight to the point. I see the effort in its visual style it took to implement, and they actually did it in an interesting manner. It's a risky move to make full 3D games when compared to 2D, but looking at it I think they nailed it. Since I'm a lover of good visuals, it's great to see when new teams actually take risks to do different visual styles.

I really enjoyed the story, and all the different bosses. A car salesman dressed in an american flag kimono that uses a sword that is a fish... Also an evil hipster computer... like hahaha, what the \*\*\* is this?! And a lot more characters that feel like they fit the type of retro weird bosses we normally see in other games. There are a lot of movie references, I won't spoil it more than this, find for yourself the little hints here and there.

The first cut scene is a bit slow, but once you get into gear things start to speed up.

It takes a bit of time to adjust to the aiming, but once you get used to it you can see that there's a lot of tactics to take down the enemies faster and smarter. I think it could do with some obstacles on the road to hide from fire from time to time, but that's my personal opinion (maybe the devs will read this and make it happen?)

I would like to see the devs adding controller support in the future too.

I didn't really use the grenades until the end, but it became apparent that they can actually do a good chunk of damage to a cluster of enemies. The dodge feels a bit useless until you reach the last stage bosses, which require more dodging. I can't really compare it to the last version, but it seems like the devs are trying to improve the game when comparing the new update to other gameplay videos. Specially the price, I think they are actually listening to what other people are saying and trying to improve.

The game shows a lot of promise and its buckets of fun. Since the devs are trying to make it better, it gets my recommendation.

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Over The Void is interesting, but broken to an almost unplayable degree.

First off, this game is not a puzzle platformer. It is a walking simulator. Which is fine. I love walking simulators. But if you're looking for anything more than "get from point A to point B with nothing hindering you by the broken physics", then this is not what you should be playing.

The environments are cool. The method of traversal would be great if it wasn't so broken. Everything about the game is an utter disappointment.

All of the levels are fairly open and the goal is to travel around collecting widgets and pressing buttons. You can place a platform you stand on with LMB and place a platform that boosts you up with RMB. Unfortunately, the platform physics sometimes fail and you'll either fall through a platform or get stuck in one of them (you can clear platforms and do it again, but it's annoying).

The biggest problem is that the platforms place in front of your view, not under your character. This means that there are all of these gorgeous, expansive environments that you have to travel while staring at your feet. You're also frequently trying to hit buttons you can't see because you have to be looking down to place platforms. The placement issue really wrecks the game, and it's a shame.

So while the environments in this game might be nice looking, if you want to see them, just watch a playthrough on YouTube. If you actually want a walking sim where the exploration feels good, there are way, way better alternatives. That said, the problems in this game are fixable (and probably not that hard to fix). If that happens, I would probably recommend this at sale prices.

One other warning: If you are a Dvorak user, do not rebind WASD on to Dvorak mapping. The "o" button in the game is hard bound to release control of the mouse. This means that every time you move backwards, your ability to look or place platforms is lost until you press "o" again. Why such a function exists at all is beyond me.. This is a waste of money. Bought it exclusively for the multiplayer, and the multiplayer does not work. Worst purchase I have ever made.. Horrible game, terrible graphics would not recommend. So I got this game for free and that's the only positive thing about it yet.

There is no story, tutorial or other kind of introduction, you can't even find out what the controls are or change them because the option in main menu doesn't work yet. The graphics are just♥♥♥♥♥♥ to be honest. Seriously, I ain't one who complains about bad graphics often, but this one is just terrible. I mean we are in 2015 and... yeah just look at videos or screenshots of the game. You will understand. However there is only multiplayer mode yet. There are 4 classes but the different weapons don't have big differences at all (also they all look just.. just bad and some are too small for the hands of our soldier), and yet i couldn't find out how to change to the secondary weapon or if there even are secondary weapons in this game. Same goes for grenades and melle attacks. Also you can't heal or get ammunition unless you die which is pretty stupid too. Oh and did i already mention that the soldiers in this game seem like normal soldiers but for some reason can jump veeeery high. However except the bad graphics the maps i played yet are just bad and boring. Last but not least an important thing to mention: Although today was a patch released, which has half the size of the game, it's still full of bugs. I mean you are in constantly danger of getting stuck just everywhere on the map and you can't get out of this unless you commit suicide or get killed. and you never know which doors you can walk THROUGH (yeah, no need to open them) and which you can't, some are too small to go through, which also just sucks, and instead of climbing a ladder to get on top of a tower, you can just WALK THROUGH the tower... god!

If you got it free, like me, you can take a look at this game. But please don't pay this crap. For real, how could it get released on steam? I hope the developers feel ASHAMED and at least try to patch some of the problems. But still without all these bugs and the bad graphics, this game is just an 08/15 FPS. Nothing special about.. Is this a competent game? Yes. It has everything that you could expect from a game, definitely not an asset flip and some work has put into this to make it work properly.

Is it fun? No. It's really boring, the upgrades you get just artificially extend the gameplay, and some of them end up hurting you in the end like the jumping one forces you to jump extremely high and there's no way to jump lower than that. Your character is slow, and the game doesn't get harder as you progress.

It's a game, everything works, it's just not entertaining. I can't recommend buying it because it seemed to just waste my time.. It has rabbits and you can hit things with swords. What else do you need?

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