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About This Game

It's 2048, and life has never been better. Humanity is thriving, technology is booming, poverty and hunger are all but eradicated. Wars and unrest are the talks of the past; the world is as united as it's ever been. Aging can be stopped while terminal illnesses are conquered one by one – you don't have to die if you don't want to. Too bad many folks never lived to see the day.

Michael is one of those folks, a bright twenty-something destined to meet his end before wonders of science can save him. But maybe it doesn't have to be this way. Back in 2018, an unlikely visitor appears, claims that she has traveled back in time, and that Michael can join them in the future – if only he does some work first…

Features

- A story-focused experience that plays like a point-and-click adventure, reads like an RPG, and feels like a visual novel.

- An old-school dialogue system, equally good for slowly learning every little detail or quickly moving through the main plot.

- Five chapters plus prologue, united in a single narrative but diverse and self-contained enough to tell little stories of their own.

- Enough jokes and references to forget about the daily horrors of human condition. For a little while. Probably.

- Approximate word count: 125,000. Play time: 4 to 8 hours (depending on your reading speed and thoroughness).

- An extensive and atmospheric electronic soundtrack by the amazing artists of the Creative Commons community.

- A number of UI customization options to keep those walls of text as readable for everyone as possible.

- Modest system requirements (a decade-old PC should do).

- You'll have some choices, but they don't really matter. Or do they?

Title: Supposedly Wonderful Future
Genre: Adventure, Indie
Developer:
Dmitry Zagumennov
Publisher:
Dmitry Zagumennov
Release Date: 18 Apr, 2018

 b4d347fde0

Minimum:

OS: Windows 7 32-bit

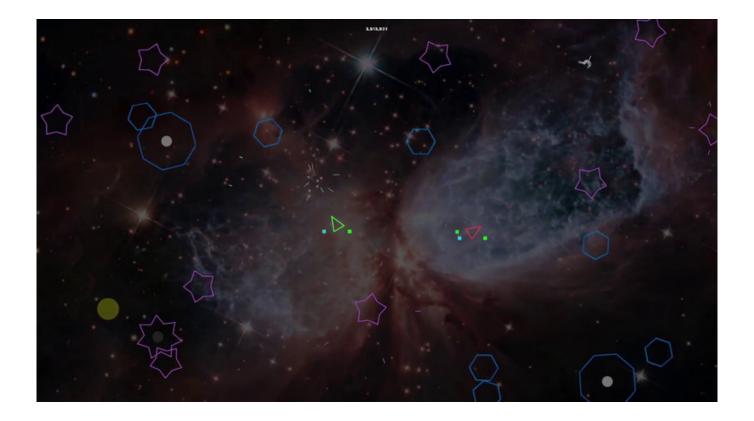**Processor:** 2GHz with SSE2 support

Memory: 1 GB RAM

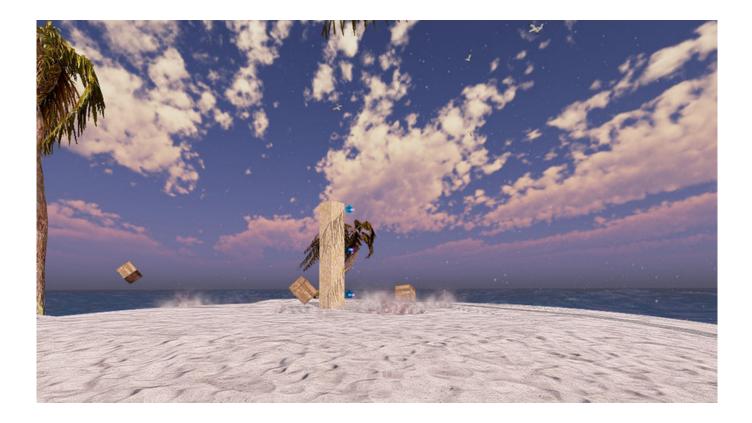**Graphics:** Intel HD Graphics 3000

DirectX: Version 9.0

Storage: 1300 MB available space

English

supposedly wonderful future steam. supposedly wonderful future. supposedly wonderful future review

Sometimes the ball bounces high, sometimes it bounces low. I have no idea why. That's why it's hard to predict where the ball will go. You basically have to play this game on casual and use lots of time slowdown powerups. I like a challenge as much as the next person, but it seems balls bounce low to the ground or hug the wall to your far corner much too often. This is my least favorite racquet\/ brick breaker VR game.

Rating 4\/10. Just buy any of the other racquet \/ brick breaker VR games other than this one.. I adored "The Lost Crown" and cannot wait for "Blackenrock" to come out. "Midnight Horror" is something I highly recommend, but only for people in the same position.. The game is really easy to pick up and play (keys E and R to rotate the camera) and is really everything you would expect from a game of this type + a level creator that's really easy to use. The game holds many of it's simple innovative features on it's sleeves, isometric perspective\/level creator and 3D levels are all great additions that really set this apart.

The levels are really the best part of this many of them a treat to look at and the key focus of the game (seen as it is the levels you are destroying) I have only unlocked 5 of the 15 levels to unlock, quite a few of the levels are pretty difficult and will take multiple plays to get past but there is satisfaction in defeating that level that has really been giving you difficulty.

The music is very "chiptune"\/80\/90\/early gaming inspired (as are the sound effects) and this adds to the experience, but maybe not to everyone's taste.

The level creator is easy to use, but would need sometime put into it to get the most from the features (I barely used what is possible with the editor but still managed to get a playable level). You can share a screenshot of your level but there is no option to share a level.. Love korean games. It really make me feel scary. Because I'm a asian, so maybe the story style make me think of anything that relate to my daily life. So I love this game, really great, not to mention it was a pure survival horror game.

2016.2.22 - Omg !!!!!!!!!!!! they add Chinese language. Thanks devs. Although Runespell has a bit of grinding to level up and earn money, the game is really well done. You'll understand the game immediately if you know poker.. Very very nice! all area is beautiful round South Florida in AeroflyFS2.
But I missing animated aircraft very much.
 I hope I can se animated airplane in a near future.

what say team AeroflyFS2 about animated airplane ?

Good work Team AeroflyFS2.

A good game that can be finished in the span of a couple of hours. It makes great use of surreal imagery and sound design to inspire feeling of isolation and dread. The voice acting is surprisingly good and the plot itself is interesting albeit somewhat cliche. The combat is decent but honestly felt unnecessary as i was able to shut down most of the robots or sneak around the rest. The game is filled with fun easter eggs and a lot of interactive elements. The three endings are all good but one of them managed to actually crash my game. afterwards i found that my data had been reset and while the game is fun i was not willing to run through it two more times just to see some different endings especially considering i had already spent enough time collecting everything in the game on my first playthrough with the hope that i could simply reload my save and get all three endings. Would recommend if you can get it cheap.. Having fun with the auto-aim ships. I'm having fun with this one , can recommend . Some bugs but nothing major and the developer is very engaged in his project.. Piece of garbage, waste of time, waste of drive space... I forgot to ask for a refund and the software ran in the background for too long. Many crashes and bugs, total waste of money.. Boring as♥♥♥♥♥♥. Thy Sword is a true love letter to old school games. It finds this perfect spot between arcade style and RPG style. Gameplay is tense, there is good feedback, the graphics are gorgeous (a least for retro lovers) and the music is a perfect fit.

Combat is twitchy and arcade oriented. Every enemy has it's own attack/defense pattern that must be mastered in order to excel at the game. The bosses are well designed and quite central to the game. Between each level the village area allows to buy potions and/or new equipements. Also it's possible to play 21 horsemen, a gambling game inspired by blackjack. A nice way to make quick money... or loose everything.

The default game mode is inspired by arcade game, you basically have 3 credits to win the game, after that you have to start over. But there are also an easy mode (unlimited credit) and an hardcore mode (1 credit I guess). There are two playable classes: one melee oriented and one ranged oriented. One of my only complaint about the game is that we cannot choose a magic user and the two existing classes are quite similar.

So far I'm half way through the game (at least through the map). From what I have seen so far I can only recommend the game for anyone loving good old arcade with light RPG elements that takes true mastery to finish.

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