I Can See The Future Portable Edition

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About This Game

[img{STEAM_APP_IMAGE}/extras/Animation7.png[/img]
The story takes place in alternative reality. The world is ruled by bureaucracy. The predatory creatures like lycanthropes and vampires live among humans in peace and have equal rights.

There are destructible objects in the game, some may affect the gameplay. The lighting in the game plays an important role in some of locations, as it's hard to see who's hiding in the darkness. If you need to hide from humans, look for the dense vegetation.

Savants

The main hero, Adam, is one of "savants" — people with supernatural powers, who represent the law enforcement of human race. Adam's supernatural power is foreseeing the future. In fact, Adam cannot die, as when he dies, he returns to the moment where he could avoid death. Thus, he can affect only his own future. Making a mistake he can't just fix it by going back. For

example, he killed an innocent but in that moment Adam wasn't in danger. In this case, he returns to the moment after him committing a murder.

- Several endings

- Dangerous enemies

- Challenging gameplay

- Puzzles

- Non-linear storyline

support: sergey.lir.lp@gmail.com

Title: I Can See the Future
Genre: Action, Indie
Developer:
Sergey Lir
Publisher:
Bitlock Studio
Release Date: 12 Oct, 2017

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Minimum:

OS: Windows Vista
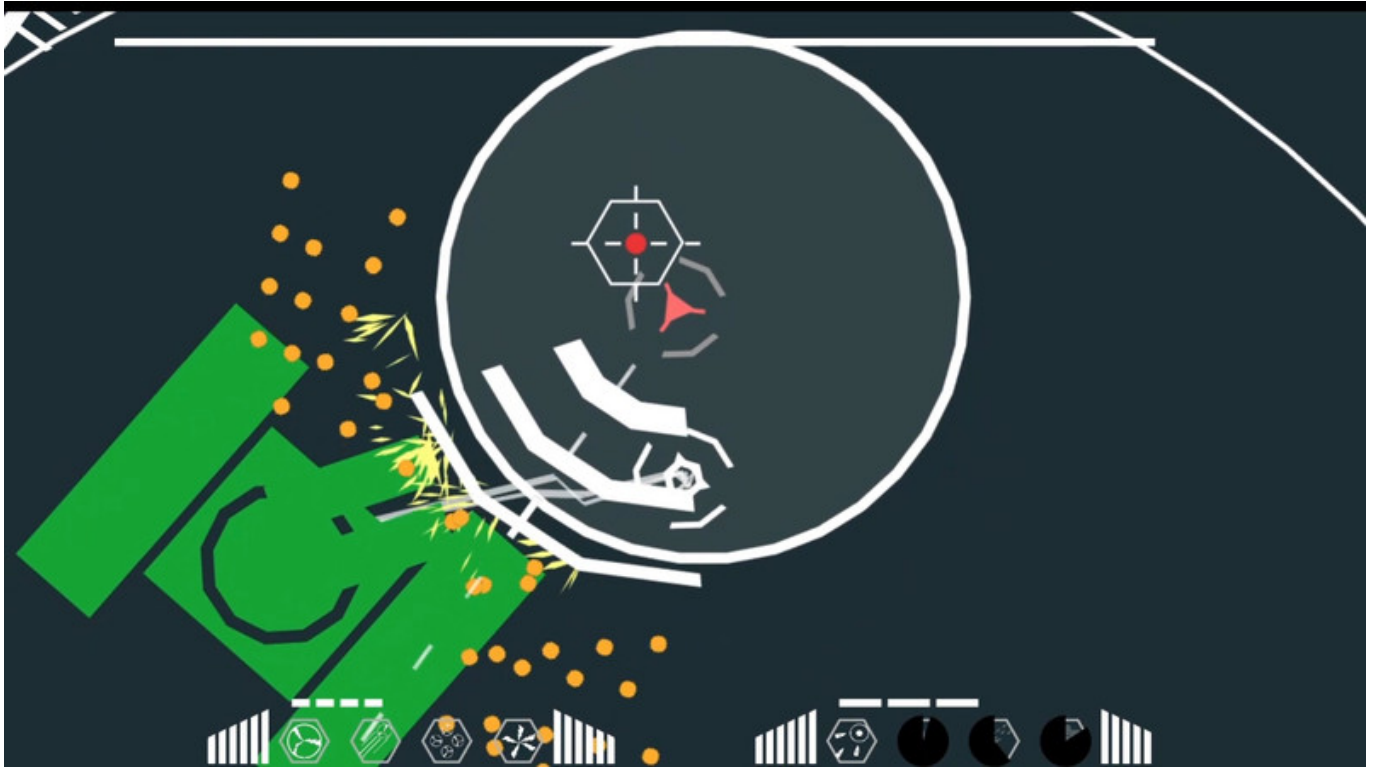
Processor: 2x 2GHz with SSE2

Memory: 2 GB RAM

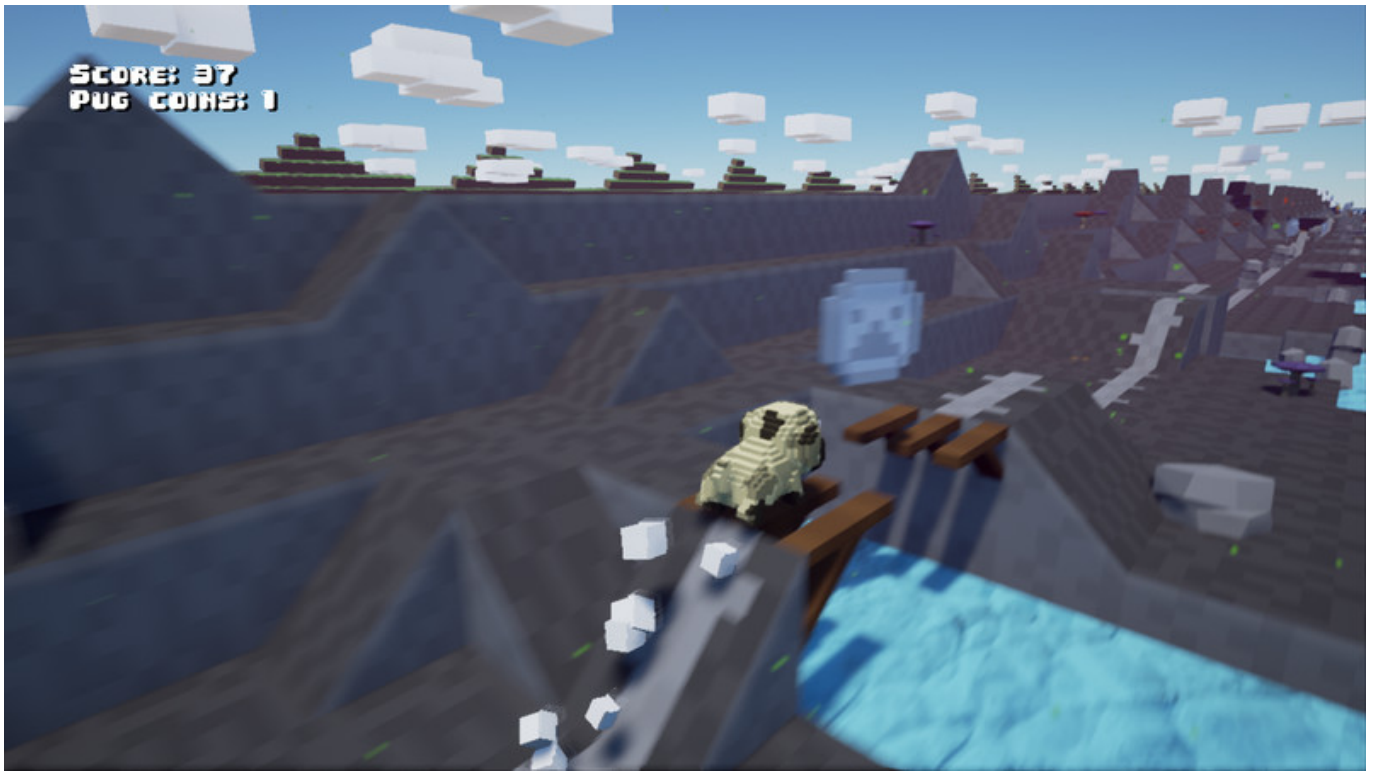**Graphics:** SM3.0 GPU with 768MB memory, mobile/integrated GPUs might not work!

DirectX: Version 9.0c

Storage: 500 MB available space

English,Russian

It's a great game!
But please, add online multiplayer mode!
Thanks in advance!. I've spent, what, 2-3 hours with this game - and I am completely burned out on it already. It appears you go through repetition after repetition of the same events, you try to somehow acquire some skills, of course, at the beginning of this game you don't have any, so you fail every skill test from day 1 and then, unpredictably, you die -- only to go skip skip skip (and thank heavens you CAN skip dialogue) through all the same stuff again, maybe survive one more step, only to die another unpredictable death.

After the time I spent - I really really don't want to go through this again. It is mindnumbingly boring, and frustrating to boot. Every death is apparently meant to teach you what skills you'll need in this situation, but very often you simply haven't a chance to advance all those skills in time, and even if you have, the endless repetition of 'redo from start' just had me rolling my eyes.. is good , do buy. \ud835\udc9f\ud835\udcb6\ud835\udcc7\ud835\udcc0
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I'm always impressed when I run into a Visual Novel that somehow brings into focus a topic, or in Carpe Diem: Reboot's case, several topics, that I struggle with. Identity has always been a fascinating aspect of human culture. The idea of existence and what it means to physically and mentally be allowed to question the concept of how we can question, how we can attempt to look outside ourselves at our preternatural and\/or learned behavior and wonder why they are possible. The art of discovery is a fascinating journey to me. In Carpe Diem: Reboot, I was expecting a story about our main character's falling in a one-sided love, with tension, and eventual understanding. This story is so far deeper than anything I could have predicted. Without spoilers, the game picks up where the first game left off, showing Ai working on digital projects for Jung. Ai's life moves from a program to a physical body and the antics and drama that come from that are really a splendid jumping off point for a really honest, insanely well-voice acted story to unfold. Along the way of learning what it is to be "human", Ai meets people from all walks of life and becomes the bridge for interaction both philosophical and emotional. This is an excellent Visual Novel, with some hard hitting writing fantastically delivered. It is my sincere hope that Moonlit Works has a long career bringing titles out if this is what they can bring together. Your owe it to yourself to read this one.. I know it's early access, but so are most VR games. Yet, this one is still less fun and less polished than many others.. A very humorous game poking fun at all the traditional RPG cliches. Also... female armor! >=3. This game suffers from a very simple design flaw. In the game there are challenges, and certain stats need to be a specific level in order to get through it without losing health. For example your strength stat might need to be at 20 in order to push an annoying troll into a fire. Only one problem, your stats need to be extremely high for every one of these challenges.

So unless you devote every single choice you make to advancing a couple of certain skills, you'll fail. It's not an autmatic failure, which is good, but eventually you'll run out of health. And even if you do keep improving certain skills, sometimes it won't even give you an option to use them, and thus, you'll lose even more health. I really wanted to like this game, but I'm afraid it forces you to keep improving the same skill over and over again, which makes for a very limited experience.

Story's good, but that's about it I'm afraid.. Firstly this isn't a review.
I thought it wasn't a bad game I first saw it for \u00a34.79 and thought im not paying that but then the price dropped to \u00a32.79 and when I played I thought it was ok in my opinion the sound effects got a bit anoying sometimes but worth the price.

https:\/\/youtu.be\/-FcyfGKKblc. Originally, when I wrote this review, the game was still pretty early on and I had just bought it after hearing some positive feedback from let's players that I follow. As a hardcore FPS junkie, the idea really appealed to me - it's a racing FPS game. You move as fast as you can and shoot as precisely as you can to get the fastest time possible. The character design and general aesthetic of the game, although rudimentary in early development, looked and still looks excellent and is very unique (I LOVE the helmet/HUD and suit, like a jet pilot mixed with SWAT armor). Of course, I really enjoyed the game. I felt really proud getting all platinum times, and it was still fun even when I continously threw myself at the same level over and over only to get eaten alive by the deadly maze of lazers and bullets. Think of the experience like a US version of Lovely Planet.

However, I still didn't endorse it. This isn't to say I dont still enjoy this game, because I really do. It's a fine example of how movement is so important to FPS games and how movement alone can make a game incredibly fun. That's also all that I can say the game is good for - a proof of concept about FPS movement. Simply put, the game is no longer in development, and the state that it's in is not good enough to be a true gaming experience. It's simply a polished up rough draft of the idea "racing FPS". This certainly isnt to say that the product is bad, because everything in the game is great, it's just that what hurts BIOS are the things which are not in the game (such as optimization - this game WILL be a challenge for any computer).

If this game gets continous updates and PIXYUL comes back to life, I will be one of the first to keep up to date and fanboy over it all. However, as it stands right now, it's simply not in good enough shape to recommend, and it doesn't look like it'll get any better in the future.

TL:DR - The idea is super cool and everything in the game right now is great but it's dead, only 30% done and incredibly unpolished.. This game can not boast of cool graphics. But is perfect for killing time. Overall happy with the purchase.. I enjoyed the free roam option. Controls could be a bit better, but it was cool to fly around my home town, blowing up aliens ships. Game did crash a couople of times, when fluying over open water, but other than that fairly stable.
Would be really nice to have a compass, as it is easy to get turned around, especially when moving over lesser populated areas.

Was worth the price just for being able to play in the real world.. i enjoy this game and wait for updates. Very meh overall.

Some of the cover art was really cool looking, but most of the actual comic wasn't all that great. Not hating on the artist because it's way better then anything I could do, but it just doesn't hold up to the cover art. Also, Rei is basically a copy\/pasted Sinon from SAO. While I like the premise of the story and the world building, the writing itself was really bad.

I got it for 49 cents on sale because I enjoyed the Sword of Asumi VN, but I would not recommend anyone getting this graphic novel, especially for full price.