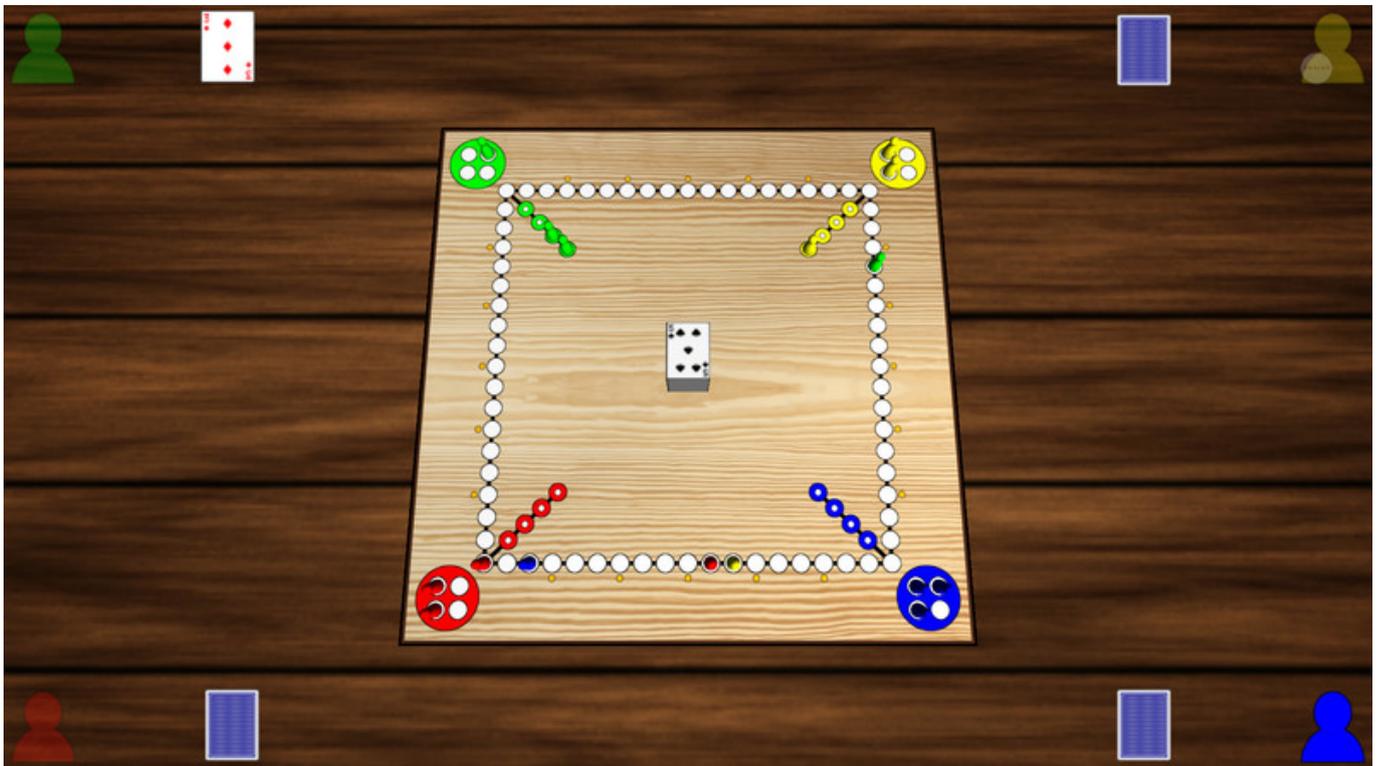

1979 Revolution: Black Friday Ativador Download [key Serial Number]



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About This Game

Based on real events and eyewitness testimonies.

In this authentic, historically accurate, stunningly engaging experience -- you must decide who to trust and what you stand for -- as the world is set ablaze around you.

****Winner of Grand Jury Prize at IndieCade '16, Official Selection of The PAX 10, Game of the Year Finalist by TIGA, BEST OF E3 Nominee by IGN, People's Choice Finalist by FoST, Medal Winner at Serious Play Awards.****

Key Features

CRITICAL CHOICES - The choices you make will shape your experience in the Revolution, and the fates of those around you -- both in the present and the future.

CINEMATIC EXPERIENCE - Branching cinematic story told through motion captured animation and voice over performances. Discover the rarely seen world of Tehran in the 1970's, through a striking visual style.

EXPLORATION - Explore the world of the collapsing city under martial law: covert headquarters, rioting protests, bustling city streets and more.

PHOTOGRAPHY - Take photos of the period accurate in-game world and compare them to the original archival photos

captured by celebrated photojournalists.

UNIQUE GAMEPLAY - Including urban triage, interactive action scenes and photo processing.

KEY COLLECTABLES - Discover and unlock more than 80+ unique stories that color and enhance your experience of the Iranian Revolution: including primary sources like archival videos, home movies, graffiti, photographs and more.

BASED ON TRUE EVENTS - Based on real first hand testimonies of freedom fighters, witnesses and casualties of the revolution which helped define the 21st Century, as well as those who were imprisoned in Iran's notorious Evin Prison.

Featuring Performances By

Navid Negahban (*Homeland, American Sniper*)

Farshad Farahat (*House of Cards, Argo, 300: Rise of an Empire, State of Affairs*)

Omid Abtahi (*Damien, Hunger Games, Better Call Saul, Argo*)

Bobby Naderi (*Fear the Walking Dead, Under The Shadow*)

Mozhan Marno (*The Blacklist, House of Cards, A Girl Walks Home Alone At Night*)

Nicholas Guilak (*Of Gods and Kings, 24*)

Ray Haratian (*Argo, Under The Shadow*)

Mary Apick (*Homeland, Beneath The Veil*)

Fariborz David Diaan (*The Brink, Stoning of Soraya, Weeds*)

Title: 1979 Revolution: Black Friday
Genre: Adventure, Indie
Developer:
iNK Stories, N-Fusion Interactive
Publisher:
iNK Stories
Release Date: 4 Apr, 2016

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Minimum:

OS: Windows 7 SP1

Processor: 2.0 GHz Dual Core or Equivalent

Memory: 2 GB RAM

Graphics: ATI or NVidia card w/ 512 MB RAM

DirectX: Version 9.0c

Storage: 5 GB available space

English, French, German, Russian, Turkish







Simple matching game that runs smoothly and doesn't offer much to stand out from the rest. However, if you're looking for a simple, casual, and relaxing game of match then this fits the bill perfectly. The price is right, especially if you can find this on sale. The achievements are simple to get, though the arcade mode portion takes quite a grind to get to. Overall, not a bad indie game that is worth your while.. I bought the new dlc, just to support you guys from Reiza Studios. Keep up the good work.. Wow, this is an amazing and original game, it certainly gets you thinking but keeps you hooked as well! A very refreshing change to tax the grey matter. Oh, and that soundtrack too.....

Buy it now, you won't regret it!!!!. + LogoMaker4 makes Logos

+ LogoMaker4 has a library of usable images

+ There is a pen-like tool...

- Export options are vector-less

- The free Inkscape would be better for Logo creation from scratch. Galekh's schtick with his footnotes was great- Make sure to click the footnotes to actually see what he's saying! Tirona came entirely out of left-field but honestly, you go you little memelord.

The final Game in the Avadon series.

Avadon The Black Fortress of Evil! I mean Warborn.

Avadon reminded me of the Catholic Church which secretly had more power than any kings. The Hands reminded me of the Inquisition whose sole job was to actually shut people up about the Secret Knowledge that the Church wanted no one to know about and keep the vassel states under it's control.

and the Stone Code Sharia La which is a Bane on the World!! We must do this it's the law it's written on stone(morons)

So we have the ending of Avadon. Was it good? Yes it was Good man it was Great To make Red Beard Suffer!

I just think he should have suffered more and The Dukes Story should have been fleshed out a lot better.

We do get to have the Traitors full story fleshed out which was fantastic! And I loved that she got her revenge.

But that revenge should have eaten at a certain someone more. The Corruption story part was done really well.

The game has the same Battle Mechanics but there poorer now than Avadon 2. The developer doesn't understand that not every enemy should have tons of health and be hard to kill. There should be early on a way to kill one enemy with one skill. A Game that did good job of this was Dragon Age Origins(Battles redone Mod) Way better balancing.

The story flowed really well and you once again could behind Red Beard's back try to make his life living hell!

I chose through out this series to go my own way. I tried to be the good guy and fix things between both groups. Sometimes playing off of them.

Would have liked Havar Council to be more involved in this series. Over all...It was fantastic Series!

It just needs better battle set up. More Skills, more Spells. Stories that characters have should have reflected on the characters skills as part of their story.

Also more battle animations... Sword swings , arch up and from the side, fatal attacks.

Great Game! And I do recommend the Series!. This is an interesting visual novel. The midpoint in the Heileen story, this one adds a new mechanic, a bit of an experiment at least to my eyes. The tarot card mechanic influences the ending you might receive (though one ending happens before the cards even come into play). As for what ending of the prior one this feeds off of... well, none of them. You are stranded on this desert island with the two would-be slaves. Lora, Marie, and John only appear in the wierd dreams that are related to the tarot deck. (And considering you have a cat that talks to you... the entire thing might be a hallucination).

And it really isn't a tarot deck at all (well, not one I've heard of), as it consists of the seven deadly sins on one side and the seven godly virtues on the other. There are fifteen endings, one for each of the sins and virtues, plus one if you are... indifferent.

This game is mainly good for both the interesting mechanic (it is... *different*), and because it introduces you to more characters in the Heileen saga. All of which (and some from the first volume) are potential love interests in the end of the trilogy.

Now, while I cannot be certain... I think the Chastity ending in this game is the most likely lead in to the final one (at the very least one of the pirate endings is).. I bought it, and do not like this , out for 30 minute played. This is not TETRIS if someone want try. I give "+" with idea and the same waiting for a Tetris.. Its dynamic, its huge and very well optimized !. At this moment I have played the game for 6 hours, before the two hours struck, I have to admit I was in doubt if I should keep the game, or refund it. I have decided to keep it, and I have decided to recommend the game. But with some reservations.

The game is played on a single map (divided by portals which you can freely move between). It is a pretty hardcore game, in which you can lose everything and can be forced to reset. In many ways making this a survival game. In this game you will be able to meet

hundreds or even thousands of other players all trying to expend their empire.

This is personally something I love, no instance based RTS, but one massive world. Everyone connected to each other. For that reason alone, this game gets a massive plus, as there are very few games like this and even less that succeeded. It is a genre that needs to be tamed, as a true MMORTS is something I have been longing for for years.

The basics are there and they work. The pathfinding is not perfect, but your units do get from A to B. Building works correctly and your resource gathers work as they should.

There is however not much beyond this point. The amount of buildings, resources and troops is limited. When it comes to war, generally the player that is online the most wins, as he can gather more resources. The developers have mentioned that more resources are on the way and hopefully more unit and building variety will be added as well.

The game is also lacking a real objective, as there is no way to 'win' the game. This might not be seen as a negative for everyone however, as some prefer the sandbox gametype.. A glorified shallow one-button flyer-runner.

- + Good charming graphics and 8-bit inspired music
- + More than one button to fly, and the shift key pauses the game!
- + Good variety of levels

o There are different costumes and characters, and they only appear to change the hitbox for collecting coins

- Power-ups are only collectable at the top of the screen, even though they move up and down and appear otherwise

This is another casual flyer/runner game where you hold one button to go up and where you avoid obstacles. There are bosses every so often. All there is to do is avoid repeated obstacles, collect coins, and collect power-ups. Power-ups consist of a shield, missiles, time-slow, and turn-everything-into-coins. The gameplay lacks depth to be compelling and I was bored out of my mind.

I would only recommend this game to people who like casual "flyers" like flappy bird. For everyone else, you all should skip. A polished turd is still a turd.. This game is still in early production... and it shows. There are bugs to work out, sure. I think the premise of the game is neat and I was willing to buy the game now to throw the devs some cash to make it better... and we shall see how it turns out.

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