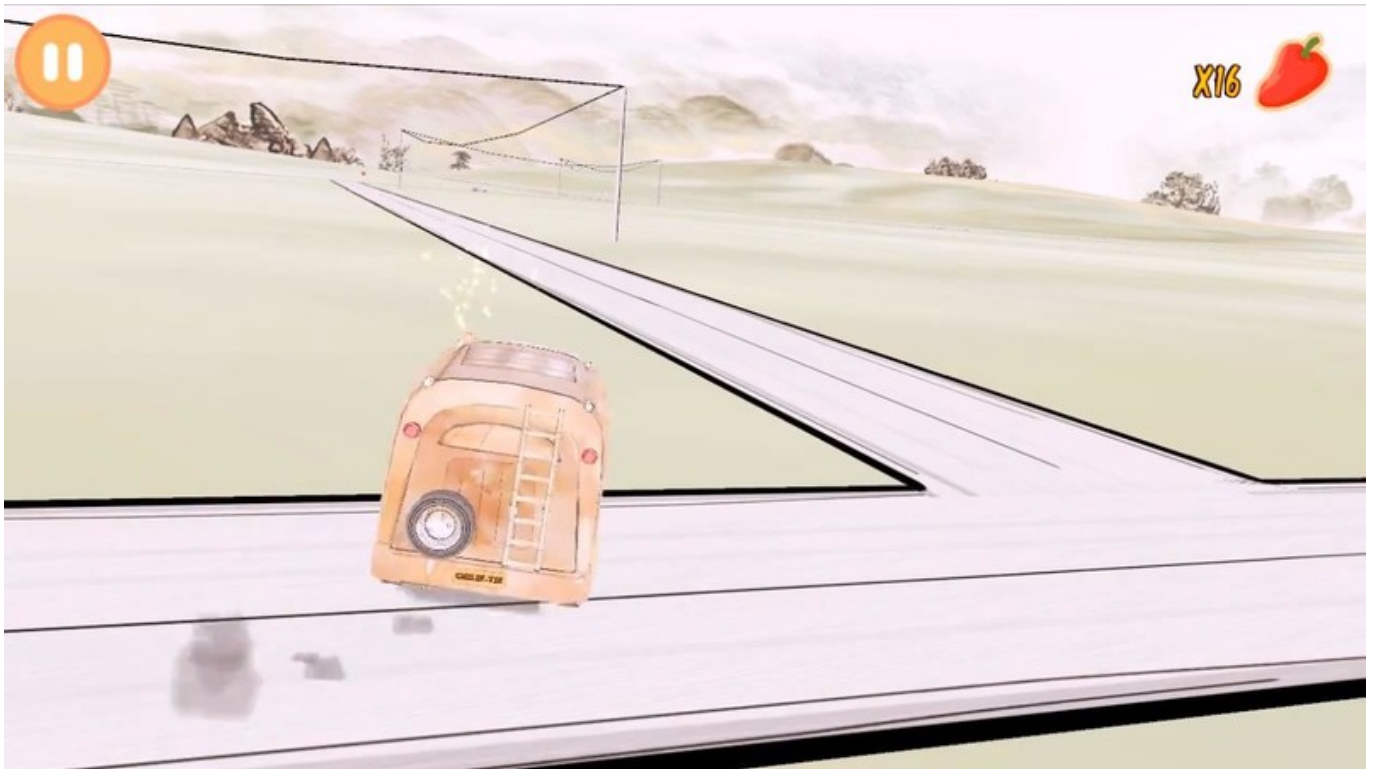

1979 Revolution: Black Friday Portable Edition



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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

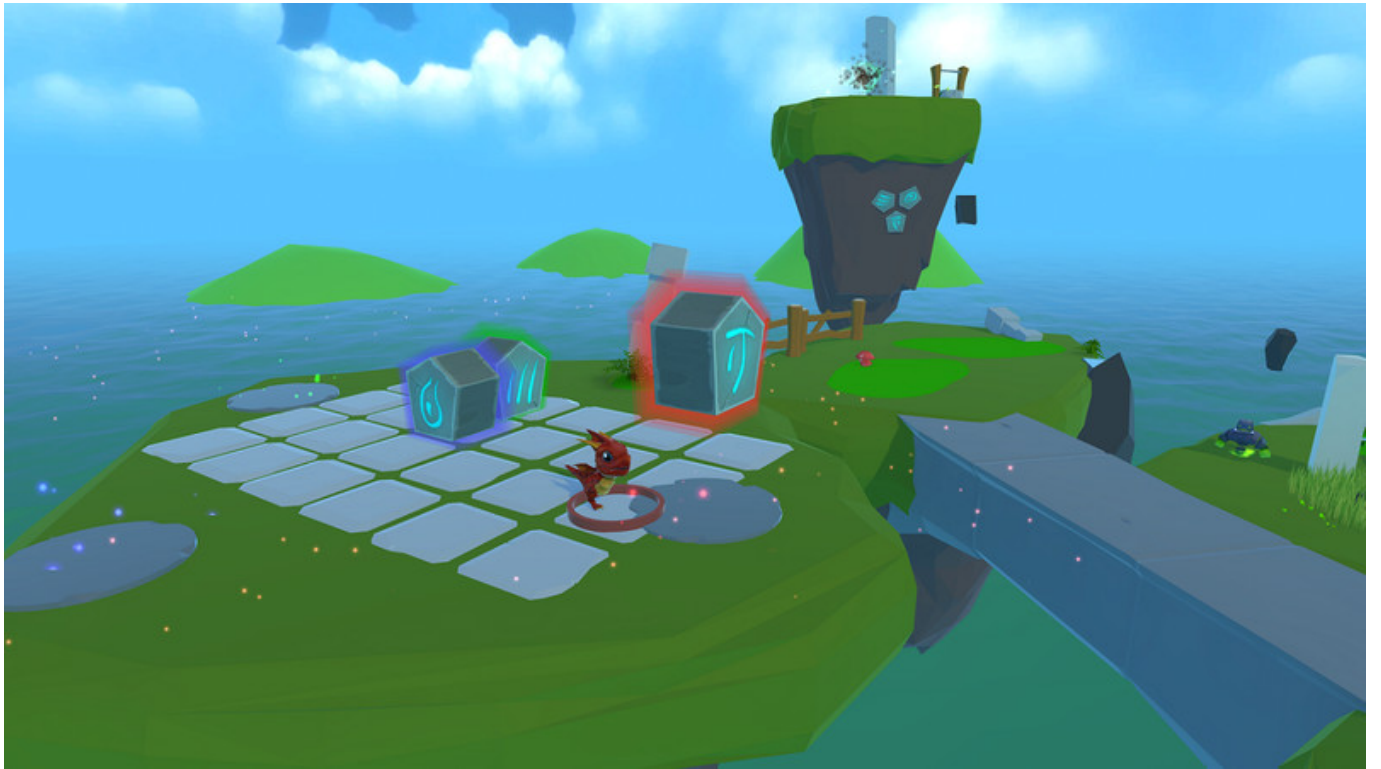
DirectX: Version 9.0c

Storage: 5 GB available space

English, French, German, Russian, Turkish







Only played the Day 1 Scenario as the Union so far but I am not enjoying this game much at all.

The random chit pull combined with the enormous amount of territory units can move per turn just throws any strategy and tactics out the window. The enemy can potentially string together two moves and two combats without you being able to do a single thing about it, and in those two moves armies can move across what would have been miles of marching.

For example, following traditional deployments, I had placed the Union I Corps along Seminary Ridge/Oak Ridge (as my cavalry auto-retreated without firing a shot from McPherson's Ridge), and the initial units of XI Corps were positioned to the north of Gettysburg. The only enemy facing me were a few depleted brigades from Heth in the valley between McPherson's & Seminary Ridges.

Then the CSA drew an entire Corps of reinforcements which, in a single turn, went from not even being on the map AT ALL to moving down Mummasburg Road BEHIND my I Corps, one of their units even making it to Barlow's Knoll, pinning one of my depleted units.

The next chit was the CSA combat chit, which they used to obliterate my unit on Barlow's Knoll. Then the turn ended, all the chits went back in the cup.

Out next? The same CSA Corps that just arrived. They then promptly moved into Gettysburg itself, or behind my units on Oak Ridge.

Out next? CSA combat chit. Which they used to obliterate my unit on Oak Ridge.

So we went from there being NO Confederate forces on that part of the map at all, to an entire division marching in BEHIND me and attacking me from the rear, with another division marching right into town. They covered a distance of miles in the blink of an eye. Rommel couldn't have done better.

There is just WAY too much randomness, units march WAY too far in a single turn, and there is NO reason to keep units within their own command structures. Feel free to shuffle up and intermix units from different Corps as there are no reasons to maintain unit cohesion. No benefit is derived from it, and no penalty received from a lack of it.

In fact, you might be better off mixing your troops up, as all of the units from a Corps move at once regardless of where they are. So if you deploy historically with I Corps west of Gettysburg and XI Corps to the north, you may find events veering out of control in parts of the battlefield you have no control over. Whereas, if you mix them all up, you have the chance to at least move some units all over the battlefield instead of all units in one small part, which allows you to react to enemy movements better.

Seems like a terrible way to model a historical battle to me.. I was warned/told point blank not to buy this game, but being hard-headed I did anyways on the most recent sale. It was a huge mistake. There is pretty much nothing redeeming about the product.

Let me break it down for you: the area design is bizarre and exploring is both frustrating and tedious. The combat is imprecise and the enemies (on Normal difficulty) rapidly become bullet sponges. The platforming is even worse. The jumping animation is downright laughable and is hard to predict. I ended up skipping the cutscenes due to the painfulness of the story, writing and voice acting.

Some of the level art is nice, but it isn't worth suffering through the rest to see it.

I regret purchasing the game and I wish I had listened to the recommendation to avoid it. The demo doesn't really reveal many of the issues of the game so considered yourself warned.

. Crashes afetr a minute in game. Golden Realms not only adds a significant amount of content to the base game, but it also

solves a number of issues that AoW III had, massively improving the game.

As far as new content goes, the game adds a new race (Halflings), a new independent dwelling (Nagas), two new spheres of magic, a new campaign, a new victory condition (seals), and new buildings (special buildings and turrets).

The Halflings are the most unique race in AoW III, as they get their own mechanic, lucky, which allows them to dodge incoming attacks based on their morale. The already-existing morale mechanic therefore becomes even more important than it was before, and the race really fits very well into the rest of the game instead of feeling tacked-on. The Nagas pull the focus a little bit towards naval combat. Always a bit underwhelming in strategy games, the Nagas let you increase your naval power without losing your land power. The spheres of magic are interesting. The partisan sphere lets you use hit-and-run tactics, while the wild magic sphere does random things and is funny to use.

The new campaign is short. To be honest, I disliked the voice actor who did the big wall-of-text stories that I already dislike about AoW, but that's the main concern. The campaign makes sure you get to play with all the new toys of the expansion and the final mission was one of the most challenging scenarios of AoW III that I've played.

The new victory condition, the seals of power, is a fantastic addition to AoW III. Like many turn-based strategy games, AoW III has the tendency to put you in the position where you've practically won the game, but have to slog over half the map in order to get rid of the last enemies. The Seals prevent that. Every turn in which you have an army on top of a seal, you gain one charge, and after you get a specific number of charges, you win the game. But you have to keep the army there, and it better be large enough to defend itself against the random enemies the seal spawns now and then. The seals massively speed up the game, especially on huge maps.

The new buildings are equally important. As you capture independent treasure sites around your cities, you can unlock new buildings to build in those cities. This really lets you specialize your cities, which is great, because in the base game, every city was pretty much the same and it didn't matter where you produced your units. The turrets are the best addition to AoW III, however. During a city siege, they will automatically attack one random besieging unit every turn. In the base game, you could comfortably bombard the city's walls and defenders from far away and just wait for them to come outside. This is no longer possible, because the turrets will hurt you quite badly if you do. This makes besieging cities a lot more fun and challenging than it was before.

All in all, the Golden Realms solves a few of the biggest issues that AoW III had, while also adding extra content. It is a definite recommendation and I wouldn't want to play the game without it anymore.. First Look:

<https://www.youtube.com/watch?v=LdyOT6-D5kw>

[Review to come!](#)

[I really liked this game. very atmospheric. I haven't gotten very far in the game proper but it's already worth it! The music and style, combined with the original concepts, make this a game to seriously consider!. Bad gameplay, bad soundtrack, broken English.](#)

By the point of this fifth install of the Zup series you probably know exactly what to expect - a fairly short (about an hour) physics puzzle game where you click red blocks to make them explode (and in a few cases click whitish blocks to make them disappear, although that is more Oik's territory than Zup's). Using these resources you have to get the blue target block/circle reach the green target area.

A lot of the fun here is how repeatable the physics are - you explode some barrels and several blocks might fly around the screen bouncing off strategically placed objects for all of them to land in exactly the right place they need to be for the level to be completable. There is a reasonable amount of puzzle solving with a decent difficulty curve, but nothing too difficult. Quite a few levels also require you to time an explosion to intercept the target ball as it falls past, but in these cases you often are firing multiple blocks, and there will either be a big run off area or a catcher mitt style structure so you don't have to be too perfect in your timing.

This edition adds a new block type of a trigger which has to be hit by a yellow barrel in order to make another block elsewhere disappear, which allows a whole new set of puzzles to be created. My only complaints here are the colour of these triggers doesn't have a huge contrast compared to the normal blocks, so they aren't easy to spot at a glance when first viewing a puzzle.

While a couple of editions of Zup have had level designs that seem a bit too samey for long sections (especially when a new gimmick for that edition gets used over and over in very similar ways), this time the levels seem fairly varied as you go through. The new trigger mechanic seems to get used a lot, but then there are a lot of past Zup levels from previous editions, so creating new levels that aren't too similar to past ones probably explains this.

Overall then a quick, cheap moderately entertaining physics puzzle game with solid level design that is well worth a look.. This game has been abandoned.

This game is riddled with bugs and the developers disappeared after announcing an update MONTHS ago.. it is what it is. This game is good but I expected it to be better. I thought it'd be like DMC 3 but with updated graphics and properly ported to the PC. Granted it looks great and actually works but there were no moments that made me grin with delight like in DMC 3. Most of the game you are playing as Not-Dante. I don't know why they made the new character and then made him just a supermarket own brand rip off of the character you actually want to be playing as. The level design is disappointing, you go through one way as Not-Dante and then back again as Dante. There are some really cool weapons but you have no choice with Not-Dante and you don't get much chance to use Dante's weapons before switching back to Not-Dante. One bit particularly annoyed me where (unless I was doing something wrong) you could not get past a hall of lasers if you had not bought the correct upgrades. Overall however I would recommend this over DMC 3 because it is fun and it actually works on the PC.. Cute game, Good time waster. The music is pretty nice and good for listening. I highly recommend this game for people who:

- look for an entertaining game to play every once in a while
- love action filled racing games
- Enjoy trying many different weapon and ability combinations
- love to grind for the best score. Trick & Treat is a short but cute little RPG game, probably better suited for playing around Halloween (or if you're cool like me, right after :>) nothing is new or amazing gameplay wise, but what more would you expect from an RPG game? The main thing here is the story, which kept me enticed and made me want to finish it. And it seems not everything is what it looks like too! So if you're looking for something small to play, I'd recommend this, especially since it's free anyway. You'll love it. Worst and laziest made HOG I've ever played. The objects are just the same items over and over on different backgrounds with little or no list variation. Waste of money at any price. I usually enjoy the Hide and Secret series but this is awful.. "The world is a vampire, sent to drain Secret destroyers, hold you up to the flames And what do I get, for my pain? Betrayed desires, and a piece of the game"

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