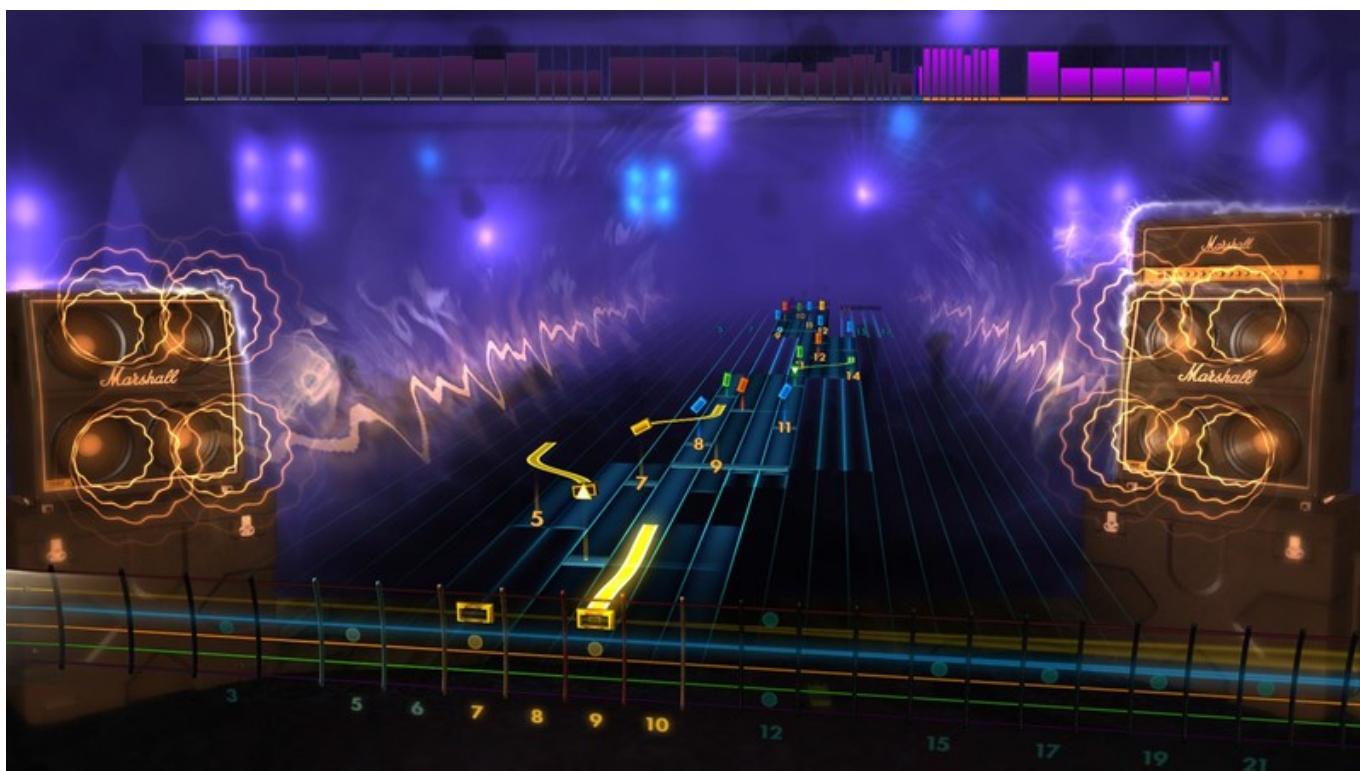

President For A Day - Floodings Torrent Full



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About This Game

President for A Day: Floodings is a turn-based strategy game where **YOU** become the president of Pakistan. The game kicks off just two weeks before the election. You feel confident that you will be re-elected and have another 5 years as President of Pakistan, but soon problems arise, and you must literally fight for your political life. Unless you show true statesmanship and rule with swiftness and determination, you will lose everything.

The first calamity to hit the country is the annual monsoon, this time worse than anyone can remember. It begins in the north, in Khyber Pakhtunkhwa. Heavy rain quickly makes the rivers overflow and creates a deadly flood that destroys everything on its way: crops, houses, roads, and the unfortunate that didn't get away in time.

While you try to do your best to save your country from the flood, you also have to take care of other problems that appear in the wake of the flood: lack of clean food and water in the flooded areas, refugees in need of shelter after their homes have been destroyed, cholera outbreaks, rebels that spawn at an increasing pace when chaos surges through the land, nuclear missiles that must be protected at all costs or removed (to avoid them falling into rebel hands), and much more.

Can you save the nation in its hour of need?

Target audience: 13+ years old.

Title: President for a Day - Floodings

Genre: Casual, Indie, Strategy

Developer:

Serious Games Interactive

Publisher:

Serious Games Interactive

Release Date: 12 Aug, 2015

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English,Danish

57



LVII: 1



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- 01_ 谜-ufo
02_ 旅-journey
03_ 雅-grace
04_ 欢-happy
05_ 闲-leisure
06_ 疑-conference
07_ 侃-talk
08_ 街-street
09_ 游-game
10_ 和-yamato
11_ 议-discuss
12_ 寻-seeK
13_ 悲-sad
14_ 攻-hack
15_ 隐-hide
16_ 幸-soft
17_ 暴-meteor storm original ver.
17_ 流星暴-Meteor storm
18_ 流星暴-Meteor storm-Instrumental
19_ 流星暴-Meteor storm-Karaoke
20_ 流星暴-Meteor storm-Opening Ver.

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I've never played the board game, but I'm having a blast with this PC version. I've mostly just been playing the AI, but I do have some turn-based games going too.

I'm really surprised that the game is getting such negative reviews. The interface is a little clumsy, for sure, but it's manageable once you've gotten used to it. I am at nearly 18 hours already, after only a few days.

Everyone keeps saying that the game is a port from mobile. People have got hung up on this, and they are wrong. These days developers build games from the ground up, so that they can be released on multiple platforms all at once. It is not a port from a mobile platform, but a game build decision that makes it possible to actually release it cost effectively for them and at a reasonable price for us. It also means that players can compete together regardless of the platform they are playing on, which means multi player games have access to a much bigger player pool.

It seems that many reviewers here would prefer games developers to simply skip the PC market altogether.... A very (bitter)sweet and touching experience - if you are into games that will make you laugh and cry in equal measure (more of the latter towards the end) then this title is definitely for you.

Observations:

- this is NOT a dating sim but an interactive story. Every choice leads to a different ending.
- the art is pretty and tasteful though fairly simple.
- The writing is decent although it gets out of the setting character sometimes (references to chainsaw hands in a medieval China-like country? I almost expected to find the Necronomicon next). The MC feels and talks more like a modern teenager than any peasant servant has any right to.
- Length- ~3 hours.
- Got it on sale for £2.49, Probably would not pay more for the length so wait for at least 50%.
- No true happy endings and the 'best' one almost made me cry. Very touching and sentimental.

Overall, 7/10. +1 if you love drama and getting your heart strings tugged.. Better than most H.O.G.s. The story is more absorbing, the game is well polished and was bug free for me. The achievements can be gained in 1 playthrough.

Definitely play Enigmatis 1+2 first though.. needs to have a feature that allows us to save between levels, with death being permanent and forcing the save file to delete or start over. i enjoy this game, but was disappointed to make it to level 3 and then be forced to quit (have to go to work) without having the option to pick up where i left off when i get home.

if you're a devil daggers fan then you will need this in your library. it's extremely challenging and fun as hell.

also, devs, you guys should just call it Autumn Night and take 3d shooter out of the title. My girlfriend said "this isn't as scary as you said." Then the very first enemy in the entire game attacked her. She screamed and tried to rip the Vive off, failed, and ran directly into the wall then fell on the ground.

Obviously she's out, but I've now played through to the boss of Sathariel (only the second area). I am really enjoy it; I like the soft levelling system, mini puzzles and rituals with runes. As others have said, spell variety could be increased (though it's far from bad); maybe a crowd control spell or something? Huge fan though; the gesture recognition is bang on. My favourite VR game, even above Vanishing Realms.

When someone makes the first decent VR MMO, I hope the mage class's gameplay is filthily plagiarised from Left-Hand Path.. I really enjoy this game a lot.. I played it quite a bit, it's not a very hardware demanding game and it's simple in style and execution.. I plan to play it quite a bit on harder levels to get better scores. highly recommended.. I really want to like this game,

but it's so poorly made.

The graphics are authentically retro and so is the music, but it's also too quiet.

The level design is awful. All the enemies are clumped together in one big open space, giving you very little vantage points to take out enemies individually, and you'll run out of ammo quickly if you try to take them all on at once from a distance and you'll quickly die if you try to take them on up close.. A great game, 100% recommended although I would like to have a group for the community of this game and have more content. Short story but I thoroughly enjoyed it. Not a lot of choices to make but at least I got to see all the endings and the endings were different.. No one plays this game, you try to create or join and no one is ever on. And rare moments you do, you randomly get DC'd and lose all your progress.

Just got through playing Jan's route and I'm quite literally disgusted with this game. I don't understand why anyone would enjoy something so sick epically with no warnings. I don't even know if I can play any more of this game, I'm so disgusted! The write of this game is sick and should be ashamed. I will never purchase anything from these writers again.. no spongebob model, good program either ways. A Work Of Art Meets Extreme Mini Golf....

...all with a side of mild insanity.

Butiful graphics, an inventive way to do "fly by" of the hole in play, a wonderfully eclectic decor & some unique twists that will keep you wanting to play more.

You just have to buy it to understand what the game truly is, "A very unique game with endless possibilities trying to make a golf ball go into the cup in a 3 dimensional course full of wild & weird obstacles.

The coders, graphic artists & publishers should be proud of they're efforts. It's unlike any other golf game I have ever played.

A must have game that scores my only 10/10 ever given to a game in a review.

"Food For Thought" I have 188 games on Steam, 35 on Origin & another 250 +/- in stand alone PC games. I've been alpha/beta testing games since the mid 80's when small development companies were contracted to churn out games for Accolade.

So far this is the only game ever to get a perfect score by me. There is so much potential for expansion packs full of courses, decor & new character building pitfalls, this game has the potential to hit it big as the devolpers continue to tweek the game.. Didnt care for it. 8/10 aesthetic, 10/10 sound design, 12/10 charm.

The game is beautiful, and the world is super charming with a stellar framing device of a grandfather telling his grandkids a story. The combat is servicable, and can actually be a lot of fun where you have to manage stamina and items and sword swings. They get a whole lot of mileage out of relatively simple combat mechanics, and it can be really engaging when you're in a room filled with dudes with shields you can't hit from the front, and have to manage a game of stay-away-from-the-baddie while you take pot shots with the bow when you get an opportunity for a side or back shot, or position yourself for return hits with the boomerang. It's really great stuff, and some of the boss fights are really great. The sound and music design is aces.

And in the beginning, the puzzles weren't too bad, nothing Zelda games haven't done in the past. Sliding block puzzles, find the bit of wall to blow up. Maybe recycled a few too many times, but no biggie.

Well, the puzzles get real stupid real quick. There are three or four puzzles that get reused a thousand times, and the Simon says puzzles get to be far too long. No, Castle Pixel, I'm not willing to endure having to take out my phone to record a pattern on my TV, then play it back so I can get all 14 notes of this "puzzle" after I've done the same thing for the 13, 12, 11, 10, 9, 8, 7, 6, 5, and 4 notes that came immediately before it in the same room. And if you get one note in those notes wrong, it resets from the beginning, so there's a whole new 100-odd notes to deal with. There's a reason puzzles and bosses in most games follow the rule of 3. Tedious, overlong repetition puzzles aren't engaging. I actually got really into the last dungeon's really quite creative puzzles, and it was right back to the singing stones and I just rolled my eyes and uninstalled the game. Whatever comes after those singing stones, it's just not worth dealing with the singing stones.

Also, there's no colorblind mode in spite of a lot of pastel colors used in color-based puzzles, which is a pretty terrible user experience design decision. I had to have my wife do some of the Hamiltonian path puzzles not because they were difficult (nothing in the game could be fairly described as "difficult", though I don't think that's a bad thing), but because the path tiles were the same color to me before and after stepping on them, and the same color as the border tiles. Also, there are three potion types you can get but they all look identical, and there are no tooltips in your inventory to tell you which potion is what, so the potions are basically unusable if you can't differentiate the colors.

If I have to boil it down to a simplistic "Yay!" or "Boo!", it's hard to recommend a game with such glaring mistakes that I uninstalled instead of finishing when I was already in f the home stretch. It's most of a really good game, almost great at its core, hamstrung by only a handful of quite poor decisions. But this game has so much goodstuff going on that I can't stand the thought of implying that it's bad.

If you're a developer, or interested in game design, or really in need of a classic Zelda-esque feel, I definitely think you should check it out, and you probably won't regret spending fifteen bucks on it. I know I don't.

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