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## Black Friday: The Game Download Ubuntu



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### About This Game

Black Friday sales are book-size topic. Some of us love them, some hate. If u hate a climate of crowded shopping center or you just want to feel the thrill of sales you don't need to get up from your PC. Just relax, sit down comfortable and play Black Friday: The Game!

### Game Features:

- Procedural and endless level generation
- Different enemies with different behaviours
- Roguelike style
- Large variety of rooms
- Controller support
- Ketchup is your weapon!

**Like on the real Sale - In Black Friday: The Game you need to be real man**

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Like Julius Cesar, you need to Veni Vidi Vici. You need to go to the shop (All in all you don't, we did it for you) - Veni. Then you should localize product that you want to buy - Vidi. Then run to it (be quick buddy!) and take it to the cash desk. When cash goes green you win - its Vici! Now repeat and repeat until you get run out of money (don't worry in this game you are really, really rich) or until you die..

Wait! What?! Did you said "*die*"?

Yes i do. It's like in the real life, if you want something very much, there are always people that want you to fail.

## You



The truly man on the truly hunt - That's you!

## Mean Granny



She is not so fast and strong, but she has a handbag (The most deadly handbag on the planet - trust me). She even don't want all that goodies, but she don't want you to get them.

## Shopping Scooter Guy



His big, he is bad, but the most important he is a pacifist. He won't hurt you. *Tip: Disturbing isn't hurting.*

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## Muscle Man



He is yours worst nightmare. He is bigger and stronger than you, but fortunately he doesn't have a bag.

## Babushka



Here comes the Babushka. She looks very similar to typical granny, but its only camouflage. Babushka and her bag are way more powerful.

## "Lady"



It's really difficult to run on the high heels, so she won't catch you. Her bag is too expensive to using it as a weapon. But her dog is such a different story...

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Title: Black Friday: The Game  
Genre: Action, Casual, Indie  
Developer:  
BloodyStation  
Publisher:  
BloodyStation  
Release Date: 16 Oct, 2017

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows XP SP2+

**Processor:** 2.0 Ghz SSE2 instruction set support

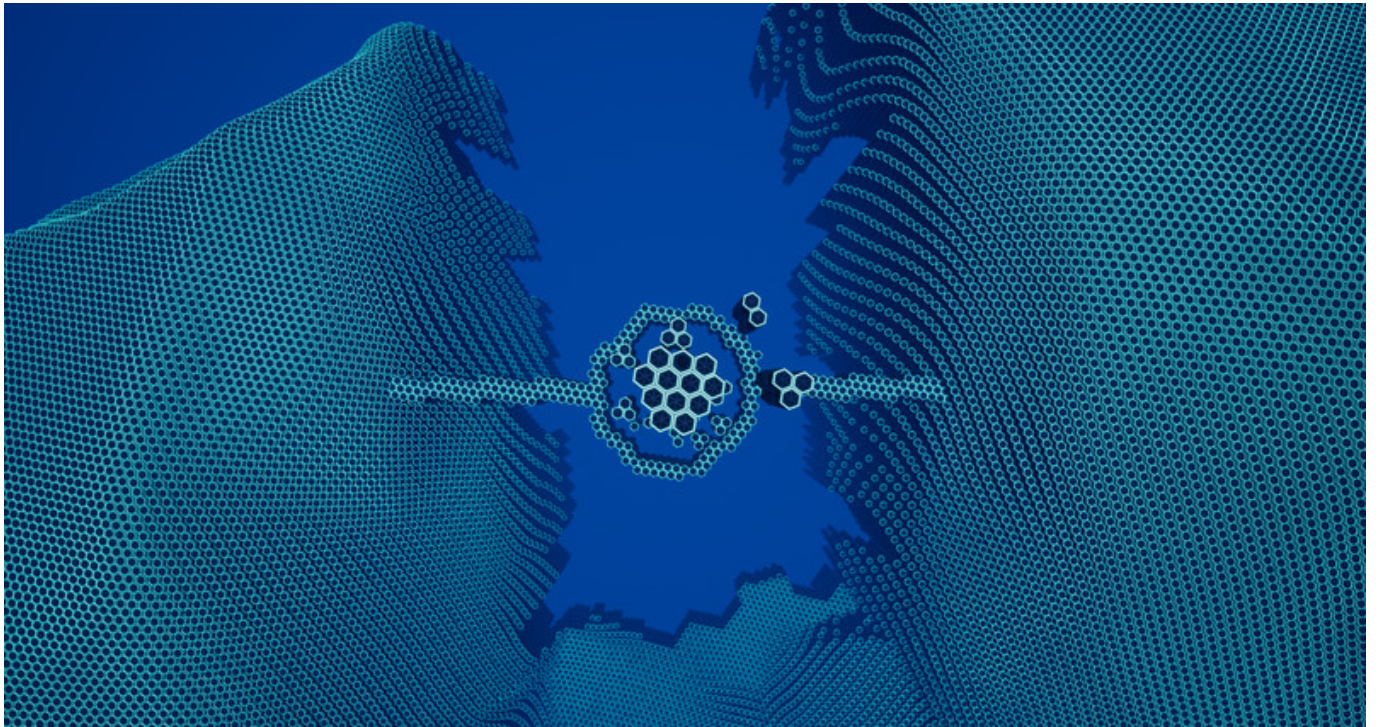
**Memory:** 512 MB RAM

**Graphics:** DX9 (shader model 3.0) or DX11 with feature level 9.3 capabilities

**Storage:** 100 MB available space

English





## PLAY THE GAME

Harold Faltermeyer feat. AmberMoon introducing Kyo  
Composed by Harold Faltermeyer  
Published by Klavono Musikverlag GmbH

**SUDDENLY**  
THE WORLD BELONGS TO STRANGERS  
**SUDDENLY**  
THE HEAVENS SPLIT IN TWO  
BEHIND THE CLOUDS  
BEHIND THE EYES  
IT'S HIDDEN IN THE SECRETS AND THE LIES.

**SUDDENLY**  
THE LIGHT IS IN THE DARKNESS  
**SUDDENLY**

THE FIRE BURNS SO COLD  
UNDER THE ROCK  
UNDER THE STONE  
WHAT'S HIDDEN IN THE  
SILENCE OF THE LANE.

**CHORUS**  
SEARCHING FOR THE TRUE RELIGION  
I TRUST THE FAITH INSIDE MY HEART  
UNTIL THE TRUTH REVEALS THE SECRET  
TILL THEN I'LL PLAY  
TILL THEN I'LL PLAY THE GAME.

**SUDDENLY**  
I STAND BEFORE THE ALTAR  
**SUDDENLY**  
I SEE THE HOST DIVIDE  
INSIDE MY MIND  
INSIDE THE SIGNS  
IT'S HIDDEN IN THE PASSAGES AND RHYMES.

**CHORUS**  
SEARCHING FOR THE TRUE RELIGION  
I TRUST THE FAITH INSIDE MY HEART  
UNTIL THE TRUTH REVEALS THE SECRET  
TILL THEN I'LL PLAY  
TILL THEN I'LL PLAY THE GAME.

## BRIDGE

**SUDDENLY**  
THE WORLD BELONGS TO STRANGERS  
**SUDDENLY**

THE HEAVENS SPLIT IN TWO  
BEHIND THE CLOUDS  
BEHIND THE EYES  
IT'S HIDDEN IN THE SECRETS AND THE LIES.  
TILL THEN I PLAY THE GAME.

## CREDITS

Harold Faltermeyer - Two Worlds  
Featuring AmberMoon introducing Kyo  
Featuring Andreas Slavik  
Featuring Alex Wolf.

**Vocals:** Kyo + **Guitars:** Christian Bystner, Thomas Herrmann + **Keyboards:** Harold Faltermeyer, Andreas Slavik, Armin Doerfler, Florian Faltermeyer + **Solo Clarinet:** Rolf Forster + **Trumpet, Flugelhorn:** Harold Faltermeyer + **Drums & Percussion:** Maurizio Gualo + **Ethnic Percussion:** Enos Macocumbo + **Electric Bass:** Martin Motnik + **And Members of the Global Sotres Orchestra, Los Angeles** Conducted by Andreas Slavik + **Arrangements:** Andreas Slavik & Harold Faltermeyer + **Orchestra Instrumentation:** Andreas Slavik + **Recorded at Unique recording studios, Los Angeles. Red Deer recording Studios, Germany** + **Sound engineer:** Marc Schaubberger + **Guitars recorded at Helion Studios by Thomas Herrmann.**

## AUTHORS INFORMATION

1. Two Worlds (Main Theme)  
Harold Faltermeyer feat. AmberMoon,  
composed by Harold Faltermeyer,  
published by Klavono Musikverlag GmbH

## 2. Play the Game

Harold Faltermeyer feat. AmberMoon  
music & lyrics by Harold Faltermeyer & Keith Forsey, published by Klavono Musikverlag GmbH & Saindila music Inc.

3. Siege of Cathalon  
Harold Faltermeyer feat. AmberMoon,  
composed by Harold Faltermeyer,  
published by Klavono Musikverlag GmbH

4. Adios  
Harold Faltermeyer,  
composed by Harold Faltermeyer,  
published by Klavono Musikverlag GmbH

5. Cathalon  
Harold Faltermeyer feat. AmberMoon,  
composed by Harold Faltermeyer,  
published by Klavono Musikverlag GmbH

6. Bat Moss Forest  
Harold Faltermeyer,  
composed by Harold Faltermeyer,  
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7. Desert Attack  
Harold Faltermeyer feat. Andreas Slavik,  
composed by Andreas Slavik,  
published by Klavono Musikverlag GmbH

8. Gnom Town  
Harold Faltermeyer feat. Andreas Slavik,  
composed by Andreas Slavik,  
published by Klavono Musikverlag GmbH

9. Magra Lahjar  
Harold Faltermeyer,  
composed by Harold Faltermeyer,  
published by Klavono Musikverlag GmbH

10. GorfGommar  
Harold Faltermeyer,  
composed by Harold Faltermeyer,  
published by Klavono Musikverlag GmbH

11. Opola  
Harold Faltermeyer,  
composed by Klavono Musikverlag GmbH

12. Love Conquers  
Harold Faltermeyer feat. Andreas Slavik,  
composed by Andreas Slavik,  
published by Klavono Musikverlag GmbH

13. Magra Lahjar (Remix)  
Harold Faltermeyer feat. Alex Wolf,  
composed by Harold Faltermeyer,  
published by Klavono Musikverlag GmbH

14. Tharbakin  
Harold Faltermeyer,  
composed by Harold Faltermeyer,  
published by Klavono Musikverlag GmbH

15. Moazzrah  
Harold Faltermeyer,  
composed by Harold Faltermeyer,  
published by Klavono Musikverlag GmbH

16. Purgatory  
Harold Faltermeyer feat. Andreas Slavik,  
composed by Andreas Slavik,  
published by Klavono Musikverlag GmbH

17. Hades  
Harold Faltermeyer,  
composed by Harold Faltermeyer,  
published by Klavono Musikverlag GmbH

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I have put little time into this game but I feel that it is more than enough to understand at least the combat. Firstly I'll keep this short. Touting this game as a true strategy game is a little misleading. It plays similar in combat to games like Expeditions Vikings complete with hex movement, every unit having skills, and a semi tactical map. On the surface it seems to be a solid strategy game, but the lack of attack of opportunities and zones of control that are standard in games like this means that to block off a 3 wide area you must have 3 units, rather than 1. This severely hampers strategic play forcing you to bunch up your infantry so as to protect any missile units. At the same time it forces you to focus heavily on infantry, as the HP gap between archers and mages to infantry is massive and an enemy can easily slip through a single slot in the frontlines to decimate your archers. On top of that most ranged unit, from my experience thus far, are underpowered compared to the infantry meaning that they feel underpowered and useless.

I personally think the game is pretty good the inventory system is interesting and compelling, the fact that you can switch your troops out to try different strategies at no cost is quite nice, and the varitey of troops, as well as the fact that you play as the evil side rather than the good guys is always refreshing.

As stated above I believe the combat itself could be improved as of now it feels that you just beat the enemies till they fall, as blocking enemies off is tedious and ill rewarded. That being said the game is 7 bucks so I feel that for the time i plan on putting into it it is worth it, just don't expect the combat to feel incredibly rewarding. This is a fantastic start to a vr game. You have to like grinding though to like this game. It is still in the very early stages and the devs are fairly responsive in the discussion boards. A lot of other reviews are commenting on the cash shop pay to progress features. These features are being reworked July 20th, so that many of the items will be bought with in game currency instead of cash. There are currently 3 chapters with what looks like 6-7 planned, as well as the raids. This is by no means a short game. With the grinding and 3 classes your looking at well over 100 hours to do it all with what's in the game today. The combat is also enjoyable with an emphasis on kiting and dodge rolls. There is good enemy variation and although the environments are limited the devs find ways to keep you on your toes with enemy formations and group synergy. Based on the changes that are being made with respect to the cash shop and the price of other short vr "experiences" this is a good value. But again expect to do a lot of mission repeats and grinding. The end game content currently consists of difficult group raids, and armor set collecting. I'm excited to see where this game goes.. 'Zerzura' is a traditional point and click adventure. On seeing its logo you might suspect it to be a hidden object game. But is a point and click adventure with a reasonable plot and length of playtime.

The game is based around two young men around 20 years old in Spain during the time of the Inquisition. One of them fancies himself as a competitor to Leonardo Da Vinci. Lots of the puzzles are centered around him inventing things. His brother is early on sought out by the Inquisition and the rest of the game is centered around the younger brother finding him and then discovering why he was so persecuted.



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The game mechanics are very much old adventure game style. You can talk with people to advance the plot, use objects together to create new devices and use things in your inventory with objects in the environment to help your character.

Best points:

The graphics are really quite pretty.

Useful highlighting of hot spots.

The soundtrack is nothing exceptional but decent.

The voice acting for the English version is really very good.

The plot is engaging until just before the end. The ending itself is a bit dull.

Worst points:

The main character thinks he's some kind of genius of invention but the puzzle solutions involve some bad, bad ideas. People that understand Physics and Engineering need to prepare themselves for covering their eyes and forgiving the writers.

The main character needs an injection of personality.

The main character develops a disturbing case of Stockholm syndrome which makes a small chunk of the game just feel weird.

In summary: The game's main flaws are the about main character but he isn't too annoying to stop the game being worth buying. It's an above mediocre point and click with good production but occasionally mad puzzle design.

. Doesn't work. Get the cards and this goes to garbage.

\u8d77\u52d5\u3057\u306a\u3044\u3002. Overall a good game, feels somewhat harder, than Aof2, due to absence of optional fights

Can't normally play it though, game simply never loads third battle in "Rise of The Necromancer" company and 13 battle in "The tale of Sir Edward" company.

Also, game is quite overpriced for it's poor stability (at least on windows)

Better take it with a good discount so you won't be much dissapointed when game will refuse to start\load. sure it could certainly use more, but what it does do is use the basic tools of this type of genre, and adds the flick of a wrist,mouse. and although targeting could be smoother, it does the job fine on my settings, for the price is totally worth it.. Need Asia or SEA server pls

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A frenetic match 3 puzzler painted with vibrant color and absorbing gameplay. The object is to simply eliminate the cubes in the playing field before the field reaches Critical Mass. It's cheap, it's great and it's worthy so why isn't it in your library?. Totally worth my 1.69...

Got it on sale and I loved this game when I was younger...

It's just a bubble puzzle shooter, but with more shooting.

The Versus mode against a friend is great, but the Solo gameplay can be a bit boring.. I really enjoyed this fun time passer, has all the usual bad puns and light humour you expect to find in a point and click game. I did have to think a bit for some of the puzzles.. Very good metroidvania mixed with bullethell. quote;"This game is on fire!"-Eighten108. Great game, you can play with friends) Have a lot of fun, unlike other games, there are no cheaters here and it is not expected in the near future)

As for me, great graphics) Thank you for a great game.. An object find game, but with a mature story that doesn't dumb things down. Add in some minigames between the searching and it's pretty good overall.. Dont buy anything from Kalypso until they change the login requirement... All ye Mac peasants! I am one of you who games on mac! Take heed! This game is unkind to those that play zombie mode! Hark! All ye who may have macbooks that can't run this game on medium or low settings, forgo this game, tis a pity to play on weak hardware together with our small breed of gamers of House Apple!. I've been playing for a few hours on it and have learned a few things.

The game makes you work for your equipment. You have to hunt down not only materials, but the schematics in order to even craft them.

The demand to play defencively is high.

Hoard valuable items, even if you can't use them right now.

Food is your life line. Don't tackle anything moderately hard without it.

Lost my game save when the game crashed. Was on the 3rd zone and now I am back at the tutorial. Lost it @ around 4 hours and 3 minutes in the recording.

<https://www.twitch.tv/braudcastgames/v/98635355>

[There is the recording if you'd like to see some gameplay.](#)

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