
Store Manager: Cellular Edition Android Apk Download



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About This Game



Store Manager Cellular Edition will be the most comprehensive and accurate retail store simulator ever created. As an ex-store, sales, and district manager in the cellular world myself, as well as being best friends with a current store manager, I feel I am right at home when making this game.



This game incorporates all the actions a store manager has to do. Find employees by searching through resumes. Each resume is randomly generated with names, old jobs, education and more. Each one of these individually affects that employee's "ability skill". That skill is much needed in many situations. If a customer comes in knowing what phone they want and you have it in stock, a salesman with a higher ability will be able to sell them on the accessories they need, driving up the profits on that sale.

If you don't have a phone in inventory, a higher ability is going to be needed to persuade a customer into a phone you do have in stock, and ensure they are going to keep it without returning it later.



You have full control over the inventory! Every day you must order new phones to keep your inventory fresh for the customers!

A new phone comes out that's a dud? Well you better discount it to get it off the shelves! As it stands right now there are 16 different phones for customers to choose, all from 8 different manufacturers divided up into three different OSs. There are accessories made for each phone and the player can decide how hard they would like their game to be. The player can choose to control all accessories down to which ones product by product, or if they don't like that amount of micromanagement they can choose to instead just buy a bulk of accessories that work for every phone.



The customers come into the store, most with an idea of the type of phone they want. Customers can have their mind changed on what to purchase, but if they don't like it they will come back and return their purchase. Each customer has their own unique name and data to keep track of. Keep those customers happy and they will tell their friends about your location. Other customer traffic is based on advertising campaigns that you as manager must select. Peak customer hours change frequently so you better be on top of the schedule.



In the beginning you are running a small shop that can hold four employees. Two of them can be working at a time. There is one opening shift and one closing shift. Don't neglect your workers by not scheduling them, and on the contrary don't over work them. Doing these things might get them fed up just enough to quit! You must schedule your employees correctly from the time they come in, to the time they break, to the time they leave. But be careful! Schedule breaks during peak customer times and the employee might not get to break that day, resulting in a fine for you!



As you gain profits it is up to you to upgrade all the displays and looks around the store to drive up customer ratings, giving more free word of mouth advertising which drives up revenue! You can upgrade individual displays as well as things like the flooring, backroom and more! This isn't all for aesthetics. Customers like clean and modern stores! The better it looks, the more

money they might be willing to spend!

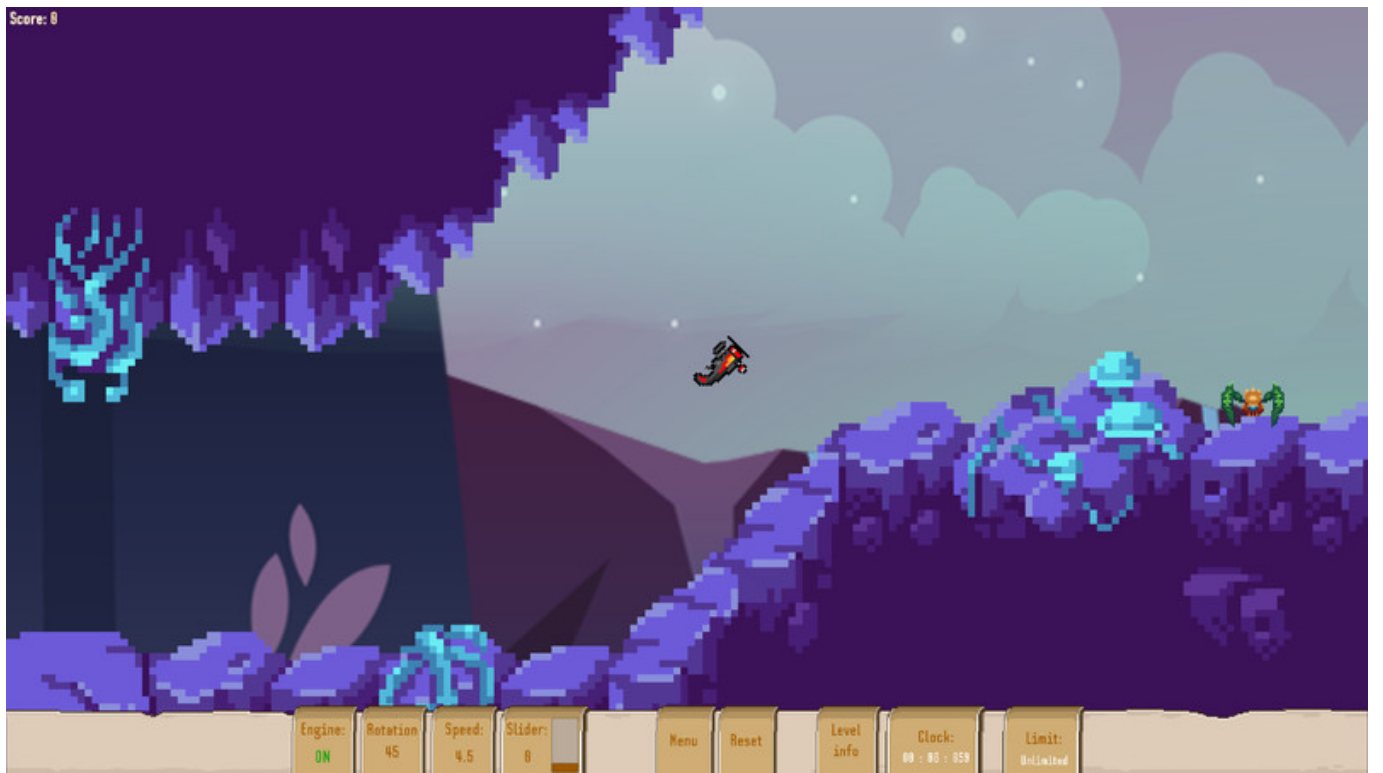


This game will be available for the PC, Mac OSX to start with a Linux build coming shortly. The Linux build is completed, I just don't have the proper tools to test it thoroughly. It will be happening soon!

Title: Store Manager: Cellular Edition
Genre: Indie, Simulation, Strategy
Developer:
Vue Simulations
Release Date: 31 Mar, 2017

a09c17d780

English



DISCOVER ASTEROID BELTS, SUPERNOVAS AND MORE





store manager cellular edition

Still needs more roaches.. It's really a good game to have by. I can recommend this game if your looking for that old pixel RPG feeling. 10/10 for me. So I will start by saying this I bought this game while ago when It was on sale, and I have to say this game has far exceeded my expectation, and as a testimate I think I have a little over 30 hours logged in the game. There are a few bugs admittedly, but none that hinder the gameplay in anyway as far as I could tell. The game has a variety of gamemodes meaning you can keep the fun going for hours, and especially with friends no game is ever the same.

The single player challenged are difficult but not impossible. And I feel as though they have provided a difficult yet enjoyable challenge, and even on easy the higher level challenges require patience, and well timed strike before the enemy returns fire. I especially had trouble with the attack pattersn of the cell/plantdragon hybrid challenge. There is hours upon hours of content here even with no friends, as the bots in certain games can easily compete and overwhelm the players.

I have a list of things I feel as though would benifit the games popularity, and while I know that suggestions are always easier said than done here is my list of suggestions.

- A mace like weapon that swings around hitting enemies in a circular pattern.
- An upgrade for the recently added spike sheild that once two have been obtained you can shoot spikes from it(when standing still)
- A map editor allowing users to create their own custom levels.
- More map diversity(I know the maps have to be symetrical 8 ways but I think obstacle diversity could be interesting.
- A spear weapon that you have to throw, and go pick back up, thus requiring timed strikes.
- A modification to the bombs (An upgrade or something I dont know)
- A improvement to A.I strategy (I'll take a little bit more later)
- A customization option to allow players to change the amount of hits needed to kill a knight before they die and respawn.
- A option to change weapons available to the game (assuming it doesn't ruin gameplay or balance)
- A new powerup similar to the horse except a dragon where players ride it, and can shoot fireballs, the dragon could be slower, but require more hits to kill, and then the player on top of that.
- Lances for horses that once a knight is riding a direction with a lance(which is longer than a sword) they will have a hard time turning quickly. Lances would not be natural and would have to be picked up.
- A hot potatoe gamemode with bombs or explosives?
- A cannon- enough said.

Ok thats enough for a wishlist (sorry devs I know its frustrating getting ideas that are harder to script than to imagine.

The A.I in this game is both amazing and terrible well sort of is (maybe I want to much) On expert the bots are very unforgiving they make very fast attacks and round about swings that can normally not be avoided. Especially on the dark knight challenge when all it takes is one bad shot and you'e cook. So basically when the game focused on just killing they always have an advantage. However during the other games such as Capture the flag, or last man standing, they can't really compete. That brings me to my next thought of making the A.I target players that are winning in terms of point or ojective, and target players that have the best weapons, or some balance of the two. The human players have an advantage of knowing what the scores are and how to act accordingly in gameplay. The A.I does not meaning it continues to keep up its old tricks. If the computer had knowledge of score and how dangerous a player is it would make it hard to kill them, or possibly lead to the combined strategies of the A.I. Because lets be honest in last man standing you can just stand around waiting for the A.I to kill itself and you win by killing on other bot. Make it so it continues chasing the player before giving up so easily. Or make the A.I just better with weapons other than the basic sword because when it comes to weapon like the bow, or the bommarange they aren't very tactical.

These are my thoughts on the game as it currently is I will continue to add to this if new ideas come to my head. Once again I understand talking, and programming are two very different things, but reading this is appricated thank you.

. **tl;dr: Good, albeit short point & click adventure with a useful help feature.**

Just like its prequel, this is a classical point & click adventure.

Talk to characters, pick up items, combine them with the world or with each other, etc.

The formula doesn't need changing and this game doesn't attempt to.

A few nice mechanics are added like switching between characters (depending on the chapter) or playing music with

your flute-nose.

The story, art, music and voice acting are all good, even if not outstanding.
And the story of its predecessor is brought to a nice end - I don't expect a third installment.

Of course, a big +1 for offering a well-working linux version.

There are two notable downsides to the game, though:

First, it is short. There's no denying it. 6-8 hours just isn't really long when compared to the likes of Monkey Island, The Whispered World, etc.

The second problem is that many puzzles are of the famed "moon logic" as some adventure games unfortunately are. Sometimes, you basically end up combining everything with everything else and when you accidentally hit the solution, you end up thinking "well... that was weird".

Thankfully, the game has a built-in walkthrough, that can give you hints step by step without spoiling too much. This offsets the moon logic somewhat, so I'd say this is just a minor downside.. Summary: Interesting universe created a refreshing explanation of RPG gameplay; narration/storyline tried a too hard to be deep; story ends up not saying much about the main character; slow-paced game; battles are more puzzle-like than turn-based real time strategy; not enough skill points at times (but can manually reset in .txt log); great atmosphere and music; great art except I don't like the portraits.

This review is for played Winter Voices: Avalanche, which is the prologue or "Episode 0" of the series. I bought it on sale for less than \$5.

I enjoyed the game's interesting story and its creative interpretation of RPG elements such as character classes, character stats, skills, and battle system. The universe of Winter Voices held my attention. Hintings toward magical or spiritual themes made me curious for a greater understanding of this world, but interest alone does not make a game.

I see this game as appealing only to a small, niche audience. I wouldn't recommend it because it needs more polishing. Striving to complete the game felt aggravating, even torturous, at times. Here's what you need to know:

- 1) Text-driven game with heavy reading. This game is not for those who cringe upon seeing walls of text.
- 2) Battle system is more puzzle-strategy than tactical turn-based strategy. You don't actually kill enemies, but employ defensive strategies of spatial rearrangement or using decoys. Common goals per battle include surviving, protecting, or reaching a checkpoint. Different maps, enemies, and goals were enough to keep it fresh. Some puzzles were easy; others made me want to throw my laptop out the window.
- 3) Limited skill points. The snowflake-shaped skill tree is really cool (ba-dum tss), but you only gain one skill point per character level-up. I ended the game at level 7 with 6 skill points allotted. You're meant to develop the skill tree over the course of the series, but completing some challenging battles in the Prologue would have been impossible had I not manually reset my skill points repeatedly by editing the text file. So, I absolutely HAD to cheat the system in order to advance.
- 4) Story is far too "artsy." It tried too hard to be deep. This is mostly due to the writing style, which is very flowery and comes off a bit pretentious. I'm all for complexity and poignant commentary on the hardships of life, but many metaphorical comments were lost on me because of the writing style. Sometimes I didn't know what was going on in the main character's real life. Most importantly, her father seemed cold and unaffectionate, so why would she care so much about him? I couldn't understand the premise of the whole plot. These factors undermined my motivation to complete the game.

4a) As for the main character's inner demons, the writing goes overboard trying to be mysterious and grotesque. Still, it's interesting to read and makes you wonder about the main character's mental state and a possible incorporation of some kind of spirit world. But it needs less surrealist sequences and more relevant discoveries to the main character's life, or it starts to lose relatability to the player. Enemy memories are never revealed as specific memories relevant to her life, so we still don't know any more about the relationship between the main character and her father by the end of the prologue.

5) Slow paced. The pacing of the game is slow in general, so you must have a lot of patience to play. This is largely due to emphasis on reading and point-and-click mechanism. Your character has a very slow walking animation. Because clicks don't redirect, one misclick means you have to watch your character saunter to that point before you can backtrack. Sometimes clicking on the edge of the screen to go to the next area of the map was unresponsive.

6) Art is beautiful, yet the portraits of people are...kinda ugly. They are reminiscent of badly drawn anime. It's just not the style I was expecting from their concept art.

7) Music. No complaints on the music; it greatly amplified the mystic and somber atmosphere.. So I got this in the Humble Bundle, and put a fair bit of time into it for a few weeks.

==== Positives:

- It can be fun and every game is different.
- Fast paced gameplay, a lot going on, and you have to really keep track of what people are saying.
- Deducing what's going on and who to trust is pretty cool (but incredibly hard to follow for a new player).
- Some classes are fun to play (but at the same time some others are really boring - Chronomancer and Court Wizard lol)

==== Cons:

- Steep learning curve, it'll take many games for you to see every class and understand how they interact and the logs etc.
- The Neutral Killer classes are very difficult to win or survive with unless you get really lucky early on. Sorcerer especially has no way to take out the King.
- Really toxic player base. Some players are good and friendly to help you improve, but many just want to flame you.
- There are some metas which take the fun out of the game - including but not limited to:
Mystic Meta - everyone claims to the Mystic Day 2, and if your claim isn't convincing you get executed. Not good if you're evil or a neutral killer.
Twin Vote Meta - Nobles have to consistently prove themselves by wasting their Twin vote ability or they're not trusted (which is stupid as the Evil equivalent class retains this ability anyway).
King Point Meta - King has to use the Point every day or he gets accused of being an Evil King or Possessed, the problem with this is once you use the Point, you've wasted your day ability and can't pardon someone with Decide Fate.
Hunter Meta - you have to wolf a random person to prove you're a hunter, which is stupid as they could be Blue Dragon and you might not have healers.
- Smallish player base - occasional jumps up due to promos etc, but most of the time you end up playing the same few people many times.
- Sometimes you can queue for a game for 10+ minutes due to the small player base depending on where you're located. UK day time seems bad for this.
- Trigger happy mods with the bans. You get reported for nothing by salty players who make bad calls. I just got banned for a day for calling out a Prince's stupidity in exeing me as the only Hunter claim in a game because I didn't follow the meta above, and uninstalled it.

I can't see me going back to this but it was fun while it lasted.

Its basically made for a russian only audience. The english translation is like my cat is speaking to me because it makes no sense. Dont buy this game if you dont speak russian. i waited months for the new VN!! so worth it. at first look cool then gets boring :\. it's kinda boring and it lacks in variety. Grabbed a couple copies of this and tried playing with a friend, but in the end neither of us really enjoyed it.

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