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About This Game

King of Retail is a store management simulation game, where you as the owner of a new store must make the right decisions to make your store thrive and bring you the big bucks. Can you handle the pressure, or will you fail miserably in a big bankruptcy?

As the owner and manager you have a lot of responsibilities on a daily basis.

You must:

Choose the direction of your store

Should it be a Shoe Store for the fashionable type, an Electronics Store for your everyday needs, or a giant Hypermarket that sells a bit of everything? Not everything will work. Trying to sell high-fashion, high-priced items in the poor part of town will not generate endless queues at your register. Will you try to dominate a competitive market, or go in an unexplored direction.

Control the article flow

For an article to be taken home by a customer, a lot of things must be taken care of. First you must select and order the articles. For a delivery to take place, the storage space must be able to receive and handle the delivered articles. The sales area must have the right displays and registers to showcase and sell the articles. Building a good relationship with your suppliers is key to be able to sell their more exclusive items. Oh, and by the way, which article should be the first for your customers to see when they enter your store? The bulk selling jeans, or the hyped silk shirt?

Get people inside your store

Build your reputation among your customers, and make your store the most sought after in town. A good marketing scheme, along with happy customers will work wonders for your income. But don't oversell your idea. If you can't keep what you promise, the customers will leave the store dissatisfied, and nothing ruins a store quicker than unhappy customers.

Please the customer

Create an enjoyable atmosphere for your customers to shop in, and theme your store, so they will know it is YOUR store they have entered. Make sure they receive the help they need, and that the lines for the registers don't grow too long. Manage the in-store marketing, so that both the fashionistas and the discount-hunters knows where to go, and which article to pick.

Manage your personnel

When you have too much on your plate to handle yourself, it might be the time for you to get some staff. Find interesting candidates among the applications. Conduct interviews, get a feel for the person, and decide if they match the role you need taken care of. Negotiate their salary and hire them. Keep them happy, and make sure they are not overworked. A great working climate gives great dedication. But you still need to sort the slackers from the workers. Invest time in the right persons, and train them to become better so when you need a stand-in for yourself, when you move to the next store, you can pick from your own home-grown talents.

Optimize the store

The difference between a good store and a great store lies in the detail. Weed out the poor selling articles, and get more of the good ones. Make sure you don't order unnecessarily many articles, but still enough that you don't run out. Optimize the prizes to increase the income. Find the customer patterns and adjust the opening hours accordingly. Plan an efficient staff schedule, so you don't pay people for doing nothing.

Prepare for big events

Is a VIP coming? Christmas soon? Black Friday? Can you spot the next big trend before anyone else? Adjust your actions according to the events occurring in a dynamic city that changes day by day.

All of this is just an ordinary day as a store owner.

Are you ready to take on the challenge? If yes, then King of Retail is the game for you.

(Note: that this is the goal of the product that will be released. Please read about the current state under "Early Access" info)

Title: King of Retail
Genre: Casual, Indie, Simulation, Early Access
Developer:
Freaking Games
Publisher:
Freaking Games
Release Date: 26 Mar, 2019

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English





28:08

Fight
Escape

HP 120
MP 100

love the music but the game is hard and the ui not good. Literally a half-finished train which drives itself, and a single line which consists only of flat Chinese motorway and two stations.

When I say it is unfinished, I mean half the cab is empty room and it doesn't even have windscreen wipers.

The signalling system essentially fully automates the entire train, all you have to do is open and close the doors.

. this is one of my favorite games so far from this publisher!! i really like the premise and i think the choices you can make are interesting! if you enjoy text based fantasy games with mythology, this is definitely the game for you!!. Liking this one a lot so far. The price point is kinda scary, I immediately expected micro transactions and upcoming dlc spam when I saw it.

However, the devs already said in the forum that neither will happen. No buying coins and no paid dlc. So the pricepoint actually makes the game a steal and it is way deeper than I expected from a "phone game". Combat is fun with lots of strategies, graphics are pretty good and more than enough for this type of game. I even enjoy the "progression grind" with leveling up pretty much everything using achievements and challenges everywhere.. Angle of Attack is yet another variation of Derek Smart's Battlecruiser 3000 "franchise". It started as a comprehensive simulation of a starship command, down to crew and food, and weapons, and trading and planets and fleet that starships moving all around you, doing their own things, and you can help your own side in the war effort. In Angle of Attack, you are down to one planet, with jump gates that takes you to other parts of the planet, and you can attack or defend as you wish against the humankind's nemesis, the Gamulons.

In practice, the game essentially has you playing lone wolf attacking things when you can and dying here and there then respawn to do it all over again. There are bazillion different combinations of weapons and crafts, but they don't really feel that different. Flightwise, controls are difficult, as the vehicles transition between VTOL (hover) and high-speed flight almost without warning, and missile avoidance is a matter of luck. You rarely if ever see friendlies and there seem to be no strategy to the military, making you feel as if you're just playing in someone else's sandbox.

All in all, I should have expected this as MOTS, as that's the same feeling I got from playing BC3K (and its various incarnations, such as "Universal Combat".. One thing is, I cannot comment on whether this is better or worse than the first season. The main reason I play these games is for the story and comedy. This is overall a great adventure game, which I though was more difficult than the first season. Deffinatly recommended if you like Sam & Max in any shape or form.. I love the concept of battle royale games. Problem is, I'm super casual. This game is perfect! It allows you to both try hard, but not be super upset about skill disparity. All in all, a super fun and addicting game!

Crashes. Only managed one game and that was nothing special. Pretty damn good.

- The Good \u2013

- By far the best story out of any Warriors game. Because it\u2019s focused on the Sanada clan, it is much more personal, and allows you to get attached to the 3 main Sanada officers. Characters have actual arcs to their story and every major figure that regularly shows up is developed with more care. The story is LONG. It starts with Masayuki\u2019s first battle at Kawanakajima under Takeda Shingen (1561) and ends with Yukimura\u2019s final battle and death during the Osaka Summer Campaign (1613). It tries to be faithful to history and the Sanadas, Tokugawas, and ChaCha visibly age throughout the game \u2013 with their movesets even changing based on their age.

- You don\u2019t fight singular battles in this game; not really. You play through \u2013 Multi-stage battles\u2013 where it\u2019s a series of interconnected battles all related around a singular campaign, such as Shingen\u2019s Road to the Capital, which covers the conflicts in Takeda Shingen\u2019s campaign as he marches towards Kyoto to put a stop to Oda Nobunaga\u2019s ambitions. I think this is a great feature and makes conflicts feel overall more important than just playing them in a one-off battle.

- Stratagems are a new feature in this installment \u2013 you gather up a resource (The Sanada Six Coins) by doing things out of battle and accomplishing special feats during a battle, and use it to overturn situations to your advantage or to throw the enemy into disarray. It\u2019s a great feature and really enhances the tactical feel of the game.

- The battles follow a tighter narrative than most Musou games. It feels more like you\u2019re working towards a great strategy rather than just smashing your way through 1000s of soldiers and officers. Feats also give you something to work for during the fight, and there are mandatory and optional objectives to accomplish.

- Battles have a day/night cycle now. During the day time, enemy morale is high and influenced by Standard Bearers \u2013 which makes it harder to fight them by buffing their damage, health, and defense. During night time, morale has no effect, so the enemy soldiers are back to being their regular weak selves. At night, vision is also severely reduced to a small circle around your character, covering the whole map with fog of war. Several missions are also reliant on what time of day it is, as many objectives are harder to accomplish (or impossible) during the day.

- The gameplay is as good as it can be in a Musou game.

- For a port, the graphics are top notch.

- It\u2019s actually a pretty good history lesson for the most part, because it follows battles more closely than other Musou games, and there\u2019s a gigantic encyclopedia with information about pretty much every major event and character of the era.

- Side battles that allow you to play other events happening in Japan at the time are a nice feature as well. I just wish there were more of them. Some great ones include the Battle of Yamazaki between Toyotomi Hideyoshi and Tokugawa Ieyasu, that led to his surrender, or the ever-important Battle of Sekigahara, where you play as the Western Army under Ishida Mitsunari and experience how helpless they truly were against the might of the Tokugawa.

- I love the way it deals with multiple characters in this one. As far as I can remember, it\u2019s unique to Spirit of Sanada. The 2nd character you choose will go about as an AI officer whenever you\u2019re not controlling them and you can order them to go anywhere you want. It also offers unique takes on the map where both start at opposite ends and have to fight through the enemy army solo, or have to accomplish different objectives.

- The Average \u2013 This section is really up to you. -

- Because you follow only 3 characters throughout the whole story, you won\u2019t get to play nearly as many of the ones you normally would in a SW game. You\u2019ll be playing Masayuki and Yukimura Sanada A LOT, so you better get used to it. As an upside, both of them have a powerful, massive moveset, more expansive than any other character. This is not to say that the whole roster isn\u2019t here though, you just have to go back and replay battles to use them freely.

- Despite Tokugawa Hidetada being a new character introduced for Spirit of Sanada, not once is he playable during the story. The only way to play as him is to unlock him first using Conch Shells and do a free battle.

- I didn\u2019t really like ChaCha as a character or in battle. Her moveset kinda sucks and she has an unlikeable personality in my opinion. I\u2019m making this a con because of how often she takes the stage in the latter half of the game, but you might not mind this.

- The Bad \u2013

- The optimization is not the best by any means. Later battles with huge amounts of soldiers have framerate lag, and so do characters with very explosive and magical attacks.

- The exploration missions. My god, the exploration missions. There are two types of missions in Spirit of Sanada. Your regular battle, then an exploration mission. In these missions, you wander around a level of connected rooms (think monster hunter) like

a sandbox and gather materials or do whatever objective. This doesn't sound so bad at first, and really isn't, until you start having to do more and more of them in place of battles. One particularly bad instance is when you have to do like 6 of them in a row during a part of the story dedicated to fleshing out Yukimura and ChaCha's relationship. The pacing of the game comes to a screeching halt at this point and I was begging for it to just end already. These missions are 100% filler and bring the game down. I feel like this is the only thing that's objectively wrong with the game.

- The 'buy weapon' function at the blacksmith seems to have no use besides teaching you how a shop works when you first buy a weapon for Masayuki. This means that there's no way to use different weapons on different characters. This is not really a problem for me, but some people like mixing and matching the movesets.

- Going back and replaying old battles (there's no true free battle feature) is lackluster because after you finish the game there is no way to easily recharge your stratagem coins. Objectives and feats stay completed after you finish a battle, so the only way to regain coins is by completing a battle and getting a coin for your rank at the end. This takes a long time as well, because an S rank (the highest you can get) is the only rank that gives you a full coin.

I really can't think of much that this game does wrong. It's the peak of the Warriors series and I would highly recommend it to anyone.. All negative comments are just pointless and do not give a good "review" of the game.

I got this game to check it out, and despite not being the usual sort of thing I'd play, it's actually quite fun. It took me about 2 minutes to realise how to play, so all other reviews stating the controls aren't explained or stated anywhere. They are at the bottom of the screen, it's not hard.

I've played this game for a decent amount of time now and it's quite fun, despite there only being one thing to do.. I normally can't get into these retro graphic type of games, but i have to say ive been having fun with this game. simple yet addictive, just like crack!. This game may look old school, but it is FUN, provides genuine excitement, and requires some actual thought (or sometimes pure luck) in order to survive. The first time you cross the finish line, just ahead of an onrushing challenger, while running on a rickety wheel, with a wounded auriga at the reins, and missing one of your horses, you will understand the subtle delight this game can bring.

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