
President For A Day - Corruption Download Requirements



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About This Game

President for a Day - Corruption gives you the opportunity to assume the role of an African president. As such, you must make controversial decisions revolving around topics such as: democratic evolution, corruption, development aid- and cooperation. The game provides a solid foundation for discussions regarding e.g., human rights, cultural differences and governance. There are four diverse scenarios with a set difficulty for the player to engage – scenarios ranging from famine to efflorescence of democracy.

In PFAD - Corruption you will be faced with a wide array of dilemmas that stem from recent events in African history. You will also witness the local and national effects of modern bilateral cooperation. What kind of leader will you be? Will you strive for democracy, or rule the country with an iron fist?

The subjects regard:

- Famine, caused by draught and climate change
- Foreign intervention from neighbouring, as well as, western countries.
- Ethnic conflicts spun by the numerous African tribes, as well as the borders established, in the past, by the colonial forces.
- The political culture of the country, in regards to upholding (or failing thereof) human rights.

Target audience: 13+ years old.

Title: President for a Day - Corruption

Genre: Casual, Indie, Strategy

Developer:

Serious Games Interactive

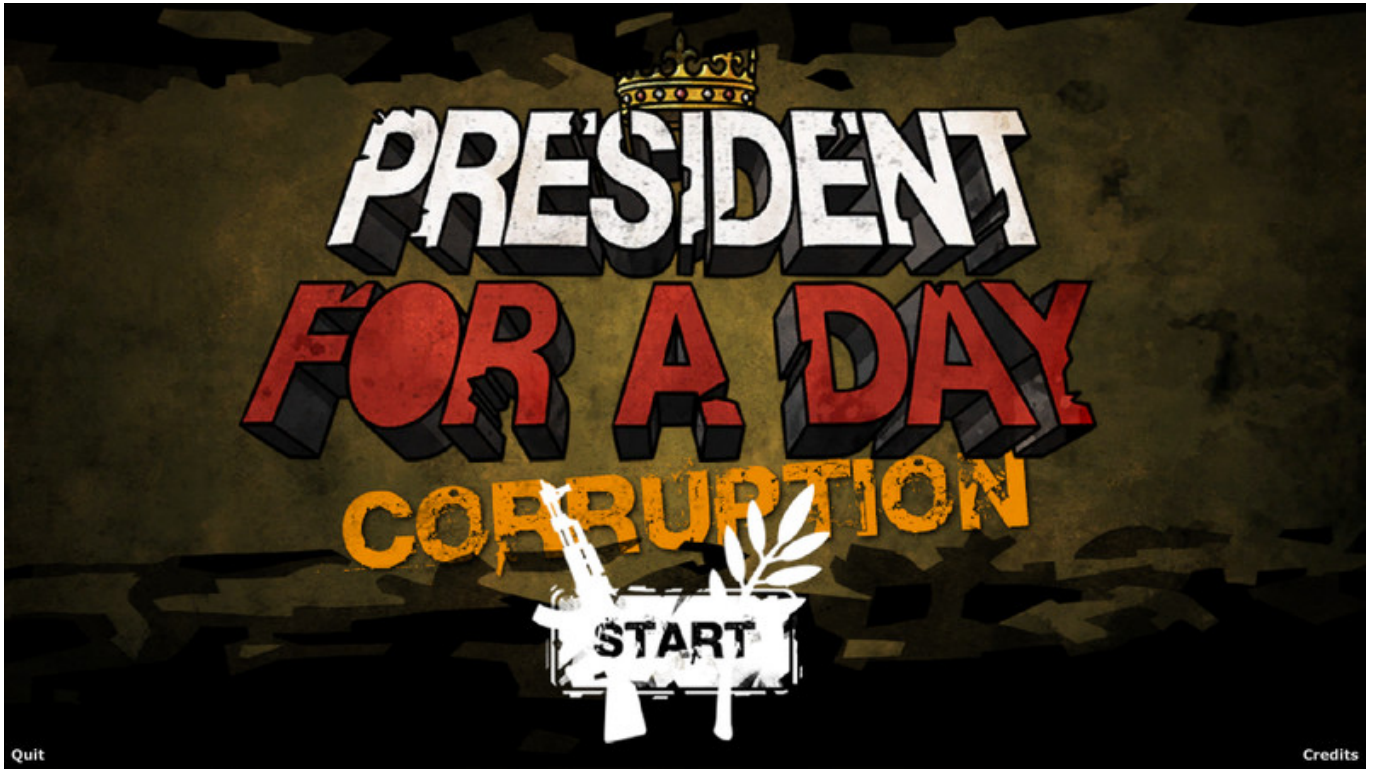
Publisher:

Serious Games Interactive

Release Date: 5 Aug, 2015

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English,Danish



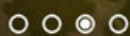
SELECT SCENARIO



BLOSSOMING

Difficulty: Hard
Time: 16 turns

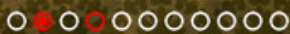
Political cunning is required here. The outside world is interested in our oil – and domestically, corruption prowls.



BACK

OK

\$ 111 POINTS -68 ROUND 6/13



Support:
55

Effect:
0 stability

EAST LEADER

This leader was a minister in the former government.

Her support affects the risk of rebellion in the two eastern areas.

Expand the refugee camps. We should invest in the expansion of the refugee camps. Excess population leads to diseases.

DILEMMA

BACK

If you let the dissidents out, bad things happen.

. I already asked for a refund. The game is short, outcoming to your actions is easily predictable and after the first play you basically know what's going to happen. I got no satisfaction out of this game.. This is just a really short review and it will be completed in the future.

Maybe it is not a real review and I give you just my shots about the game.

The game is setted in Africa and you lead a different country in the missons, which differ in their difficultiy - I think that the easiest mission is most \u2665\u2665\u2665\u2665\u2665\u2665 mission :) .

Also you got a fixed time for every mission, e.g. 13 turns this is means you can just make 13 different moves with one army.

I just wanted to give you a brief glimpse. I will extend the review after my breakfast.. An Interesting little game where you must be a leader of an African country, chock full of all the same problems in the region AIDS, Rebel Groups, Famine. Will you be the great uniter, or an evil warlord interested only in what goes into your own pocket? To select production simply double click on the region. <http://www.twitch.tv/agrippamaxentius>

<https://www.youtube.com/watch?v=J9q9GMIGzog>. I like it. It's simple with simple mechanics yet (similar to Democracy 3) it's really easy to mess everything up. Basically, you have Dilemnas that pop up every turn that require your attention, generally, "give X amount of money for Y." You also have a military which you can move around the various territories in an attempt to quell rebels and bandits but be careful not to overexert yourself. I learned very quickly that doing the right thing wasn't always the best thing for my country and I've had to replay a few scenarios to get it right. I'm actually kind of sad that the game doesn't have more scenarios to play through but for 5 bucks the content is still pretty fun. Plus you'll want to replay just to do better as a President each time. I recommend this for Democracy fans.

<https://www.youtube.com/watch?v=07QXdMNPYZ8>. Basically a Democracy clone with a tiny bit of lackluster graphics and without most of the changeable things.

In fact you move a few tanks and engineers over the map, improve some infrastructure.. or not.. doesn't really matter much. Main point are the "dilemmas" which some of the different "leaders" come to you with each round, and how you handle them. The resolutions aren't always logical or even seem buggy once or twice.. but yeah.

There are no elections... no bigger results or demographics besides a few basic ones like "stability" and "income" naturally.

I finished one scenario (in not even ten minutes?).. got a few hundred points as "result" and thats that.

Conclusio: The "President for a Day" games are not promising much.. but deliver even less. at least for me. Maybe for people who just want some easy clicking in between it's fun enough, also the price isn't too high. But i find it just boring .. and wasted potential

Also if you have to get one, get the other one "Floodings" instead of "Corruption". Floodings had at least a bit more fun imo.

Point Scale 3/10. The worst. Chuck doesn't approve.. not fun to play.. Recommended for individuals yearning to be the leader of a nation but otherwise refuse to do something about it other than through a click of the mouse.

Also highly recommended for would-be megalomaniacs with dictatorial aspirations. Please go ruin a virtual nation instead of a real one.. This isn't a bad game, but on principle I can't recommend it.

It's too short, and it makes the game extremely unsatisfying for short amount of enjoyment that can be gained from it.

I'd like to think that they might add content to the game with a update, unless its some miniscule dlc.

One thing that concerns me is the fact after doing a awesome job on one play through I was presented with an advertisement for another game by the same company on a website that is foreign to steam network. This is really upsetting because at this point it felt like i paid five dollars for what could of been a phone app or a browser game that, even though I've paid fair and square for the game, is presenting IN GAME advertising directing to a website off the steam network for more cheap looking games.

If they don't update this game more content, that isn't a dlc or expansion I might just get a refund on the grounds that this game is too small to be anything satisfying.
Or if my review gets taken down than I'm for sure going to try and get a refund.

The concept of the game itself is great, but from the red thumbs down I'm sure you can tell that I didn't find the execution satisfactory.

As a speed reader I've gotten through three of the four scenarios in my forty five minute play time, and thus I'm going to imagine it would have taken me an hour to gotten through all of them. So it's President for a Day but only Gameplay for an Hour. But it's a little more than \$4 at the time of the sale, so I didn't expect there to be a lot of content itself.

That being said, time does have a large factor as to why I didn't enjoy myself. You see the game has a score system that ranks how you did in the little more than a dozen turns you're given, and I felt it actually hurt the game more than it helped it. Why? Because at the start you choose which leader you play as, with some buff attributed to them as well as a goal which gives 250 points should you complete it. To give a comparison, score from other sources (as far as I'm aware from my three scenarios) more often than not amounts to less than a hundred, and I'd guess that's if you do really well in other categories. With that I feel as though I'm playing Quidditch. Sure, I -could- do other things to help raise the score up, but ultimately it comes down to that goal.

A lot of people will probably think that it doesn't have any influence on the game itself so I shouldn't complain, and I can't fault them. That being said there were other problems I had. If I pandered to a group as hard as possible, if I agreed with everything the rich and the military say, I obtained support in the 60s region, which only provides the first buff, though that is still useful. I don't even know if there's any buff from raising it higher than that because again, the game length is fairly low.

And that's what it comes down to. This isn't a bad game, it's just a short game that leaves me feeling unsatisfied. I didn't feel a lot of weight to my actions, but maybe that's the point, life is hard in Africa and there's only so much one man can do to change things up. Anyway, it's \$5 when the sale ends, you might find more enjoyment than I did, and feel it was a worthwhile experience. But I'd first recommend getting an emulator to play Hidden Agenda on.

(I encourage people to add comments, either in favor or even if you disagree with me, and if I have any extra tidbits to say about the game I'll probably add it to the comment section so that the review itself isn't a huge wall of text on what I would or would not add to the game). After several scenarios in which I had not the slightest clue what I am doing I started finally to get a grip. The game reminds me of Tropico & 3rd Millennium. It's rather a fast paced game if I don't care to read all the texts included. Though it has only 4 scenarios to choose from the own decisions dictate the further ongoings, which increases the game's replayability. I have fun playing this game especially because the scenarios go for only 13 up to 16 turns. & I like it also that it's not placed in a fantasy world but relates to reality. There is one negative point, I have to use my mouse to navigate because the game doesn't react to the navigation with the Wacom Pen I usually use. I would also prefer if the game would be less text based & use instead pictures to illustrate the happenings, because the rather coarse design is quite appealing.. Very short Game, but with some replayability with enough challenge to make you want to play through each scenario two or three times, the length is well judged so that they all end leaving you feeling like you're just getting into your stride and you might well try each a couple of times to work out how to beat them. The setup gives some variation but not a huge lot. The challenge I guess is in tackling situations with an unorthodox approach

Slightly naive but only marginally offensive in the way it addresses the issues of exploitation and corruption in Africa I kind of like the way they go for the caricature but it feels like so much low hanging fruit. I guess it gains some points for choosing an interesting setting and getting the tone more or less right, more thought provoking than some games certainly.

For a couple of Dollars, Pounds or Euros it's probably worth it if you're looking for something to kill lots of little chunks of time. The animations are nice and as far as I can tell the game is bug free.. Cool concept but poorly executed. I truly hope the devs can learn from their mistakes and develop the game mechanics a bit more. It's very difficult to understand what is happening and information seems hidden beneath layers of poorly drawn animations. Better animations might make the game alright enough to give it a thumbs up despite the lack of gameplay. However it just doesn't warrant the full price. If they want more than 99cents for this one don't waste your money.

Again, very cool concept that could be salvagable, however the current state lacks even an options screen to play the game in a window.. Don't waste your money. It has IN GAME ADVERTISING. There is also not enough material to warrant the \$5 price tag. Very disappointing.

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