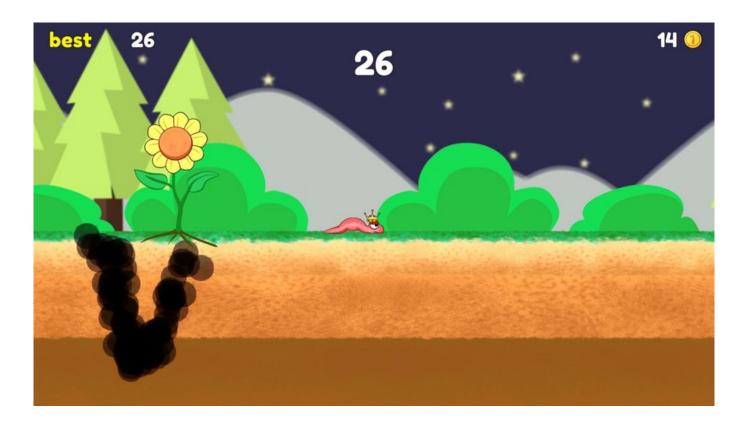
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# **About This Game**

**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







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This Add-On is great! only negative about it is that they forgot the stratosphere!. Wow. Nice game, really. But online matches SUKK BALLS. Connection lost all the time. Doesn't matter how good the connection is. But a donkey won't do anything in a horse race I guess. DISAPPOINTED. REALLY.. bad game just a waste of space. Strange balance - I just beat Barcelona (at full force) with KV Mechelen (2nd division BE)

This this the first review I've ever written on Steam, and I'm ancient on this platform. Also ancient in FM. I've been playing FM/CM for a verrrry long time, when Eric Cantona, Gianluca Vialli, Fabrizio Ravanelli were the bomb... But now, I've seen it all.

Since I'm getting older, 2 kids, full time job and home to maintain and thus don't have time to play all nighters, I'm playing FM touch. I choose my favourite Belgian team: KV Mechelen. They relegated last year after a tough battle (and aparently some unsuccessful matchfixing, shame on us) from 1st division.

They decided to try to promote as quickly as possible and go for the strategy to maintain a team, worthy of 1st division. So my goal is to get them there as quickly as possible and build for the future to challenge for the title in Belgium.

Right now I'm in my first season and it's winter break. We're not doing bad, but not doing great either. We just missed the first chance to qualify for the promotion playoff. Due to the strange Belgian competition structure, this is already decided before winter break. That's where I am now. I was really surprised to see my assistant arranged a home friendly against no team less than Barcelona. Also 1 against Wolfsburg, but I still need to play that. I thought playing those games I would be destroyed and it would be disastrous for team morale. Nevertheless, I decided not to cancel and arrange new friendlies, but take these games for fun, as playing them for real later, I probably needed to play another couple seasons...

So I just played the first game against Barcelona, and here it comes: I won, 1-0 on a penalty. I had more possession on the ball, more shots and more chances (CCC's, yes), a 2nd division Belgian team against the mother of all possession play Barcelona. No kidding, you think they were playing B-team players who needed match fitness? Think again, Messi player, Suarez played, they were at full force.

I'm honestly totally clueless on how to play this game. I'm struggling with an A-force team to make decent consistent results in the B-league, but I just won against frigging Barcelona.

How does this game work? How is it balanced? Of course you can say that it was because of motivation, but still, they should brush me aside at least by 2 goals.

Only thing I can think of is a misbalance because of team reputation globally, even though KV Mechelen is the last team that

won a European trophy (around 30 years ago). Then motivation against smaller team really drags down performance, but aparently too much...

I'm used since CM changed to FM that results could be really illogical (just like real life, you can have offdays), but this is is crazy, I can't say I won't play anymore, but if I would say the games credibility was at a low point for me, it has reached the Mariana depth now.

Feel free to have a look at the game, you can download the file here: <a href="https://ldrv.ms/u/s!AlYoPLqcSzNShc5VLaYmoR75zFSJYg">https://ldrv.ms/u/s!AlYoPLqcSzNShc5VLaYmoR75zFSJYg</a>

FYI: if anyone thinks I restarted, I swear I did not. This is the first save I play where I decided to accept things how they go, At least more/less, I have to admit I had 1 restart after the 1 signing I made (Anthony Vanden Borre) was injured for 6 months. I really wanted him to be successful and him being injured took away the fun in this save.

I'll now play against Wolfburg, let's see how that goes,

Cheers.... As a fan of the genre, I really want to give some quick feedback that can make this game better. I love what I played so far. I have more than 2 hours of the game (you CAN get the feeling with 2 hours in-game, I tell you), which if you really played, you got the hang of it (and the feeling). And no, I did not see all vehicles, offices, etc. But that is exactly why I want to give the feedback now.

Recommend: Yes, but with some notes.

Is it fun: oh yes, if you like tycoon games. If you are looking for rescue simulation (true one), than maybe not, but worth the try.

#### Overall

- I played in all modes a bit, but mostly on the beginner one, since I want to explore.
- Even the first one you have some nice challenges, kudos (managing money, emergency points, etc).
- Sometimes the game hangs for a few seconds, looks like it is loading something, mostly when changing turns or receiving missions back.
- The way you unlock vehicles, equipment, etc, is nice enough, but I believe this is where it lacks a bit of explanation or even more freedom.

# The most annoying part

If you unlock something before the right time, that's it, you will have a hard time receiving those points again. Example: you want to unlock the Riot Gear, which costs 600 points (this is not money). But before that, it unlocked for me some nice stuff in the kitchen, which costs 200 points. I had 600 points before, but I spent 200, now I have 400 ... and to make 200 points it takes some time. This is the part what I feel is the most annoying part. I think it is good to have the unlock system, it shows challenge. But how about showing me all of the options before I buy something?

Because some of those items does NOT show at all before you even have the points, so I did not know it exists before. This is a bit frustrating, cause I did not know and I committed a mistake, but it was not my fault (and there is no turning back, unless you load a previous saved game).

### Not boring, but not fun too

At the beginning, all maps have a region that you need to buy to unlock... ok, cool. But if I want to manage all my spaces again, since it is a bit of micro-managing spaces (just the building spaces), I really don't feel comfortable doing all over again (changing bathroom all again, because it got too small, but changing all again is not really nice to do). So, this is hard to explain, but building is fun, until it isn't, LOL.

## All in all

I like the game, will keep playing and will give a nice review on Steam too. It is a different game from what I saw about emergencies games, which I think it is very nice. I don't think those negative points are some kind of game breaker, it is just I could have even more fun if those changes were made, but I feel it was mostly a game design choice than a bad testing =)

If you have some feedback too on top of mine, let's discuss, I want to explore different ways of creating my rescue base =). While not bad for the first hour or so, the progression soon slows down and then the grind gradually kicks in to become a tedious waste of time. Yet another mobile game thrown onto Steam without the microtransactions business model properly taken care of and zero consideration for the single-player PC gamer who, in good-faith, shows an interest in the game.

Developers, and any other developers who share this practice and fail to optimise their game for the single-player PC audience, should be thoroughly ashamed of themselves.. You'll think that this game is OK for a 2005 release until you realize that the following games also came out the same year:

F.E.A.R.
Battlefield 2
Call of Duty 2
Splinter Cell: Chaos Theory
Star Wars: Republic Commandos
Resident Evil 4
Quake 4
SWAT 4
Serious Sam 2
Snowblind
Area 51
Perfect Dark Zero
Condemned: Criminal Origins
Doom 3: Resurrection of Evil

All of which better than Bet On Soldier!

To be fair Bet On Soldier is NOT a bad game and if you could live forever it would be worth playing but you have to die one day and all the games that I listed are more worth your limited time than Bet On Soldier.. I thought this was better than average. The puzzles were fairly intuitive, was a lot of content. Wacky, unique and most importantly, really weird.

TYRED is a really charming and zany party game which is bound to have you both laughing and smashing your controller across the head of your buddies.

Plenty of interesting game modes, a lot of nice customisation and fun gameplay. Reccomend.

Great addition for solo skirmish and multiplayer challenge. It's very basic, and not particularly fun. The gunplay is lacking, and while the idea is nice, it gets old after one round (a minute or two).. The nerd in me LOVED this game. That's not to say it's perfect, but I enjoyed it very much.

### AWESOME:

- + I can play it in Latin!!! LATIN!!! Woot! (subtitles available in several languages).
- + A drunken guard starts singing In Taberna, from Carmina Burana. 15V10 Whoever put that there, I LOVE YOU!!!
- + The hero is a total a\*\*hole, he's total bada\*\* at it, and he's convinced he's the good guy doing the Lord's work. Snarky as the best, the way he owns even his boss is superb. Perfectly believable for a Medieval inquisitor.

### GOOD:

- + Good immersion, decent acting in Latin at least, which is not easy to do in a "dead" language.
- + Beautiful scenery and artwork.
- + Puzzles are rather logical, and you don't go around picking up random\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u26
- + Some hilarious Easter Eggs, some of which I must go back to find.

#### BAD:

- The quality of the characters. That is quite awful, to be blunt. The way their jaws appear weird while they talk, or parts of their outfits poke through other parts... yikes. Sometimes it distracts so much it breaks immersion.
- Not being able to skip dialogue can be a downer when you're replaying, but the WORST of all for me was... mild (really mild) spoiler: you're looking for a certain book with red back, in four walls full of books with red backs, and to find the one you need, you need to click on every single one of them, and each time you HAVE TO hear Nicolas reciting the same two long sentences just to say "this is not the one". After the 8th book I clicked, this became so intensely annoying, I actually went for a walk-through to know exactly which book it was, so he would shut the \u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2
- The last "puzzle" was annoyingly repetitive and not really a puzzle at all, and the cursor started glitching like crazy.

I totally and absolutely recommend this game, in spite of the bad things, because the good were so awesome for me, I can't wait to get Book 2 on sale.. Great game, better if you have a gamepad. The gravity control is genius.. Classic HOS game, but for one thing: silhouette HOS.. they look like HOS but you actually end up manipulating objects forward and backward, moving them from left to right.. untill they fit the perfect shape to a certain angle. I found these quickly boring. Some achievements will require you to accomplish them under a minute.

As most games of the genre, the story isn't ambitious but it gets the job done, driving you from many nice and somewhat easy puzzles to few classic HO scenes and some silhouette HO thingy.

I still recommend it, especially if on sales.

One big pro: The more or less chip music of the retro arcade video game "Flap for Life" (a game in the game) with many chip sounds of 8-bit music. That was a good and enjoying surprise!. i would say Gemini: Heroes Reborn is an ok game, about a 6.5/10. the main draw is swapping between a new lab and a decayed version of it on the fly. the main flaw is it feels a bit bland and can be beaten in about 4 hours.

the hero finds she can swap between 2 places in time and also can make everything slow down, as the game mainly takes place in a lab one version of the lab is when it's being operated and the other is after an accident and you must time swap to get past doors and rubble, this is a very fun mechanic as you can zone in with items from the other time and surprise enemies with said item upside their face, this is also used for puzzles and platforming but i never felt it was gratuitous, you also have an ability to see the other zone without going there, this will over ride your vision so this can lead to deaths if you're not aware of where you are, early on you'll shot up with some telekinetic heroin and get the ability to pick up and toss objects, block bullets, and stop/return bullets, this is great to toss people into live wires, late game you'll also pick up the ability to shoot short ranged telekinetic projectiles.

as for the story? first off let me say i never watched heroes or Heroes Reborn so i can't comment how they tie into this game. i do feel the story is very wek here. with such a short play time and only 16 levels in all there isn't much time to tell anything to deep. here Cassandra comes to some old lab looking for information on her family and finds out she has powers. she gets mixed up in the labs past as she tries to help her friend who was captured. she ends up finding out about the lab, its experiments, and

her past, but not as much about her family.

p.s. i'm not sure if this is just a me issue but the game takes 20-30sec for each load (even levels i just died on) and the game locked up once when i was playing.. Wand Wars VR seems like a great game however there are many problems with the game which might make it unplayable. I have not played the game for long however not being able to hear anything is a big factor in my overall review. Since this game is very new it would make sense that there are very few forum posts to help solve some issue. If you wanted to get this game then i would wait a few months so the game can improve and get easier to fix.. quot;Dead". Take away the time limit and it would actually be fun.. For mini game is Good

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