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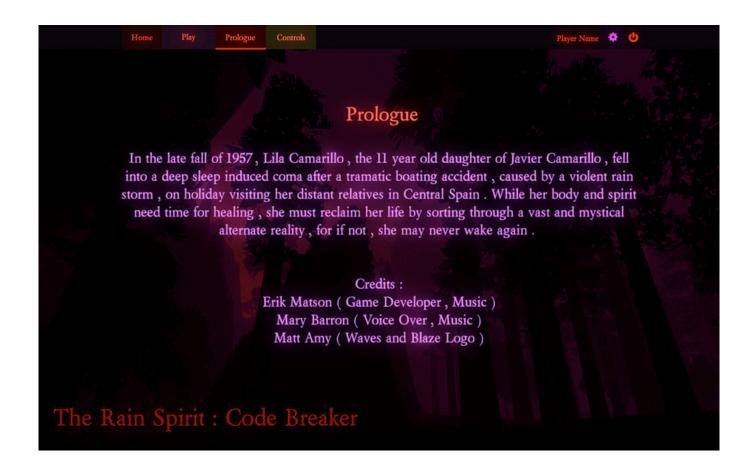Genre: Indie, Simulation, Strategy
Developer:
Vue Simulations
Release Date: 31 Mar, 2017

a09c17d780

English

[A door key.]
Foyer Key

Prologue

In the late fall of 1957 , Lila Camarillo , the 11 year old daughter of Javier Camarillo , fell into a deep sleep induced coma after a tramatic boating accident , caused by a violent rain storm , on holiday visiting her distant relatives in Central Spain . While her body and spirit need time for healing , she must reclaim her life by sorting through a vast and mystical alternate reality , for if not , she may never wake again .

Credits :
Erik Matson (Game Developer , Music)
Mary Barron (Voice Over , Music)
Matt Amy (Waves and Blaze Logo)

The Rain Spirit : Code Breaker

store manager cellular edition

Awesome Song Pack WOW such a pleasure learning to play this no problems at all !!!. Very well made game -- Runs well, and I didn't encounter any bugs or problems. It's fun seeing how high of a score you can get!

If there's ever a second game, one fun idea could be to add a timer to each question, and bonus points could be earned based upon how quickly you answered :O

10\/10, very worth it for the price :D. Unique game, but not a lot of players.. Eh. Its a good concept, but theres just not enough here, im not connected emotionally to the wolves beyond sab doggo
:(((, the hunters took the pup yeah but why? Maybe you murdered the RSPCA.

C- see me after class.. If it wasn't for this not having multiplayer i would say this is a 10/10 a must buy but it has no multiplayer only LAN so i would give this game a 7/10 mainly because it takes forever to start ONE game and it has no multi other then that i would recommend this game.

One of the most awesome puzzlers I have ever played! More than a mere brain teaser, this game picks on every part of your brain, from pure logic to spacial reasoning! one word....BRILLLIANT!. I was enjoying the game until I realized how much clicking I was doing later once you become established. Sadly there is no form of ease of use menu management it is point and click each item indivualy and repeat whenever you want to add a new vehicle. There is no buy X amount or saved vehicle settings for creating a new vehicle. The simplest way to fix this is to have a menu specificly for the different type of mail vehicles have a global < local < individual settings. Where the global and local only need to be read when the vehicle is created to set the default. What it also needs is a place multiple function where with mailbox you have click confirm on each indivual one later on I ended up placing 100 at once so either a drag box selection or confirm after you selected both or even better incorporate both. These are fatal flaws that make the game tedious to play. Other than that it's fun.. Such a masterpiece! It may be short but it's totally worth a shot!

10/10 I would replay it millions of times. I don't like not being able to just drive to different areas. Instead you can only pick a load and just go on a slow journey for a couple minutes. Don't waste your $10. Not worth it.. A superb documentary.. I wasn't gay for aliens until I played Mass Effect 2. 10/10. I definitly recommend the play this game. It has epic script. Easy play.Good challenges. Cruel ending.I hope creator will make more games in the future. Nice art style, but boring gameplay. Despite the fact that it looks like a side scroller, it's actually more like MMO cooldown gameplay, which will always suck.. *Katie is a narrative based game created by Lonely Frontier Studio centered around the eponymous ‘Katie’, a resident of a tiny secluded town gated off from the rest of the world. It's a ‘walking simulator’ in the most positive use of the term, using the interactive medium to really drive home the personal feeling that the game has.*

The gameplay consists of talking to Katie and the other residents to learn more about their stories and the nature of the town itself. While many other games in the genre – Everybody's Gone to the Rapture comes to mind – have you piece together a mystery by investigating inanimate objects, Katie focuses on face-to-face interaction. This, alongside the nature of the game's subject matter, gives it a very intimate feeling.

Katie has it's issues, too. My first thoughts were that the walking felt a bit too ‘floaty’, and it's a little unpolished (There were a few times where I would accidentally talk to someone through a wall, or even through another person). I didn't experience any major issues though, and I can forgive a lack of polish for a game made by a single person.

What it lacks, Katie makes up for in narrative and aesthetic. From the first conversation I was interested in learning Katie's story, and despite the lo-fi art style, it's able to create some beautiful scenery. I think it's worth picking up for any fan of the genre, and I'm looking forward to Lonely Frontier's next project.

Full review: https:\/\/indierave.wordpress.com\/2018\/05\/11\/review-katie-a-friendship-built-on-loss\/. Really good game. Optimised for a controller but you can use keyboars no problem. I recommend a SNES controller if you use one though

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