
Dujanah Download For Pc [Xforce Keygen]

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About This Game

my granddad came home from the war a changed man. he was bitter, quick to anger and aggressive. he'd grown to hate animals too. should a dog yap, he'd rush to kick it.

how does one discuss such a person without being exploitative? perhaps we frame him as a product of external forces, a war perhaps, in effect making him blameless. I like to remember him with the aphorism, "you can't kick every barking dog."

Pink Gator is a good name for a band I reckon. Stuck for a band name? Go on, call yourselves Pink Gator, I don't mind. Or Panda Punch. Something involving animals at least.

Features:

- Full colour
- Interactive menu
- Bosses and enemies
- Sophisticated Mode7 & effects
- Lots of noise
- Battery-backed memory saves the extraordinary progress of our young heroine
- Excellent fun for one player

"Get ready for the ride of your life"

Title: Dujanah
Genre: Action, Adventure, Indie, RPG
Developer:
J. King-Spooner
Publisher:
erm...
Release Date: 19 Sep, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows XP, Vista, 7, 8, 10

Processor: 1.4GHz processor or faster

Memory: 2 GB RAM

Graphics: Integrated graphics should be fine

Storage: 986 MB available space

English

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Maybe I should have known going in that subtlety wouldn't have been this game's strong suit. You don't cover a game in iridescent static if you want people to be noticing tiny details.

Dujanah is about death and existentialism, and it's a game that wants you to know it. The opening is a fantastic tone setter, but falls flat under the weight of so many NPCs' dialogue consisting nearly entirely of heavy handed philosophical views or ponderations on the state of things. It gets to the point where, after having checked off all the tasks the menu lays out for you, I was wondering if the Fictional Occupied Islamic Country was window dressing, or some attempt to be topical. You can find a Trump-esque speech on a military barrack podium. Static screams when you try to read it.

But let's rewind a tick. The game gives you a checklist of things to find in your travels. The fact that the game should offer you better conveyance with regard to optional content aside, it's worth addressing that, ignoring these, you'd be missing massive chunks of content, including the Three Sisters side quest, one of the best thematic and visual sequences in the game. But, strangest of all, the arcade is not listed as optional. It is mandatory.

The arcade has this weird problem of both murdering the mood, yet also introducing the majority of what few game mechanics present in Dujanah. In that sense, it's reminiscent of Night in the Woods' Demon Tower mini-game. There are three games in the arcade, and on their own, they're all kind of fun. But they're mandatory. And they all need to be completed in a single save. And one of these games is a metroidvania that can be really frustrating your first time playing it. Yet the over world is peppered with these faux RPG battles and just... how can priorities become so mismanaged that you're willing to critique how nonsensical mechanics are at commenting on the realities of the game world, yet then offer up janky flash games as being essential content?

But maybe I'm being trolled. Maybe the fact that the game loads up with a random video of the creator should have been my queue to relax. Or maybe I should have relaxed at the sitcom laughter. Or "Pie or ♥♥♥♥♥♥♥♥" Or literally anything else; but I didn't. Because I wanted so much to see the potential of a game set in an occupied state to be realized; to explore the politics that come with it, and the struggles faced by a population experiencing the related fallout of that beyond just civilian casualties. Maybe it was that the opening paragraph on the itch.io page really got to me, and I was just hoping for something more.

That's not to say that there is no reason to ever play this game, or even to admire it. It's no Lindroth, but the aesthetic is compelling, as is the imagery, and I think that this is the first, if not only, game I'm aware of to have its protagonist be a niqab wearing woman who rides a motorcycle and is fueled by an unquellable thirst for vengeance. But, to recommend it purely for the experience playing it provides? That is something that I cannot do.. I want to say I absolutely suggest you to buy this game. Despite its flaws I think it's a post-modern masterpiece, but a glitch is impeding my progress. After exiting a city, my avatar on the world map can't move, but pause menu still works, and also the start menu. It's strange but that's how it is. Please help Spooner dev. Weird and bizzare with a unique glitchy style. A beautifully crafted game where every dialogue was worth reading and the story that it provides, simply amazing. I loved the great experience and I wish there could be more claypunk games.

Thank you, Jack. You're an amazing developer.. Only about 30 min in and this game has moved me more than most. This might actually be my first steam review... this singular vision of art and sound is a work of art worth experiencing for the price!. Dujanah is a game about the exploration of the mind of a woman who lost her loved ones. It is experimental and philosophical, funny and kind. The fantastic music is a soothing layer to the overall strange atmosphere. And the clay art style is original and fitting.

I would really advise you to try this one out.. i think this is my first review of any game and want to say i only played a few minutes but love it already

has anyone else got the video on the beginning of the game where the creator says it is about catharsis ? . Dujanah is unlike anything I've ever played. Visually striking, sharply written, hilarious and heartbreaking in roughly equal measure.. Definitely

not for someone who doesn't like the whole art-house game thing, but this is absolutely beautiful. Just enough weird, touching, and funny moments/dialogues/vignettes set to some great music, all represented with some very imaginative claymation art. Jack King-Spooner is a goddamn genius. There's some politics in there, but it's not enough that I would warn against it really. Just good. Not perfect, granted (the arcade was a bit of a strange addition, though I didn't find their inclusion as offensive as some others on here, and the audio in some sections is a bit too jarring), but good.. Great game . Beautiful, bizarre and deep.

A game that features excellent atmosphere, nice music, moving story and the minigame "Pie or ♥♥♥♥♥♥♥♥♥♥";
Make of that what you want. Will you like it? I dunno. I liked it.. what an absolutely beautiful game
its visuals are amazing and stylish and fit the game's theme and general tone really well
the music and OST are ♥♥♥♥♥♥♥♥♥♥ic, this wonderful mash of shoegaze, drone, noise and even some chiptune
and the writing gosh oh golly its so beautiful
an anxious and magically real exploration of death, family, militarization, grievance and acceptance
its just so BEAUTIFUL
at some points its wacky and funny bordering nonsensical and others really heartwarming, human and sincere
just yeah so much yes fantastic experience. when you stumble your way back into Dujanah's home, sometime after after running
around in a mech and driving a motorcycle, nothing happens. no music or interactibles; no dialogue. the house is silent and
empty, and all that's left is dujanah's memory of what's there. you, the player, know that the house will stay empty.. Crashed my
entire computer 3 times.
The art is nice but I can't recommend a broken game.
Especially in the arcade, that platformer game just does not work at all. It chronically misses player inputs and should've either
been fixed or cut out entirely.. I don't know how to describe this game, but it's really good so far. It's completely unique and full
of love.. Definitely not for someone who doesn't like the whole art-house game thing, but this is absolutely beautiful. Just
enough weird, touching, and funny moments/dialogues/vignettes set to some great music, all represented with some very
imaginative claymation art. Jack King-Spooner is a goddamn genius. There's some politics in there, but it's not enough that I
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