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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

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- Battery-backed memory saves the extraordinary progress of our young heroine
  - Excellent fun for one player

*"Get ready for the ride of your life"*

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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

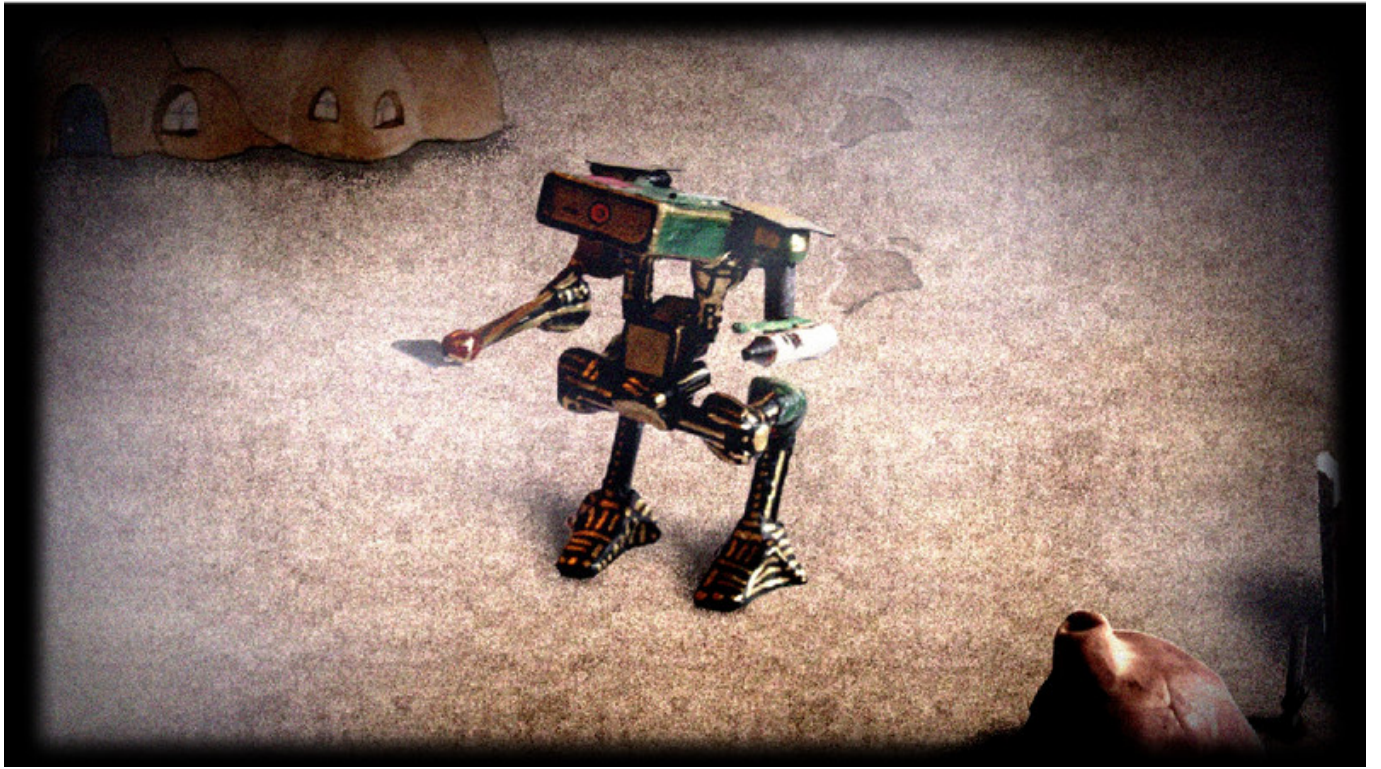
**Graphics:** Integrated graphics should be fine

**Storage:** 986 MB available space

English







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One of the deepest games I've ever played. Only recommended if you are prepared to have a mindblowing experience. Excellent. But also weird af. Deal with it.. Dreamlike claymation figures and a weird soundscape combine in this unique piece of work from artist and game designer Jack King-Spooner.

Dujanah is beautiful, unsettling and deeply original.. what an absolutely beautiful game  
its visuals are amazing and stylish and fit the games 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, grievence 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. Dujanah is unlike anything I've ever played. Visually striking, sharply written, hilarious and heartbreaking in roughly equal measure.. weird  
+ made me laugh a few times  
- no real point (maybe it went over my head)  
- feels a bit unfinished (not talking about art of course; explained below)

Ugh, once again the Steam review system gives me a hard time. I definitely didn't hate this game, and I appreciate what the author tried to do, but no, I wouldn't recommend it.

I like weird games because I'd much rather try something new than play another cookie-cutter action-adventure game. That being said, I think Dujanah has some wasted potential. For the first few minutes it was exactly what I was looking for: it surprized me, made me laugh - definitely got my attention. But soon it turned out there's no apparent point to this game - no real gameplay but also no story.

It also feels a bit unfinished. I'm entering a cave maze and a character wishes me an unpleasant stay. OK, that's funny. But a few minutes later I'm leaving, and they say the exact same line. Really breaks immersion. Same with most other characters - you quickly learn not to try speaking with them for the second time, because then you just have to skip through the same lines again.

Let me try to compare certain aspects of this game to other games I've played.

- Dealing with loss: LISA, which I absolutely loved, struck the right chord (a sad one), but also had some actual gameplay and a coherent world.

- Philosophy: like I said, maybe I missed the point of this game, and just wasn't in the mood for long philosophical quotes today, but then again I read all the lore & quotes in The Talos Principle and absolutely loved how it all fit nicely with the ending. And, of course, again, the game also had some actual gameplay.

- Weirdness: Undertale was a new kind of experience for me, but even though it had some randomness in it, it still made sense as a whole; elements of the world connected with each other nicely.

- Also weirdness/randomness: Chuchel. Just finished it, and even though the game was often more about watching weird animations than solving puzzles, they blended nicely with the more logical parts, and you could even say it had some story that bound it together.

. I want more clay punk games. This is an excellent showing of what an indie dev can do. It obviously doesn't have the resources of a higher budget game, but it more than makes up for it with an interesting aesthetic and artistic vision. It was obviously crafted with passion and attention. The story is interesting and human while being bizarre and surreal.

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Cons:

There are no audio options.

The volume of things can be all over, sometimes screaming out your speakers.

The motorcycle vaguely points at where it's going.

The arcade games are hit and miss on their controls.

Lastly, it's fairly political. That's not a problem for me, but you've been warned.



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Beautiful like nothing else. Absolutely worth your time.. WHAT THE ACTUAL - in a good way

I wasn't aware of Jack's earlier works and I bought the game after seeing a brief peek in a czech videogame YT show.

Couldn't be more happy.

Dunajah combines so many things, funny, truly subversive, profound and emotional in an exquisitely unique assemblage of clay-punk-magical-glitch-realism package (let's adopt the term, haha) and most importantly - PULSS IT OFF.

Combining reflection on videogame stereotypes, archaic interfaces, geopolitics, references to Trump, other games, Žižek (at least I think - the sniff sniff spider in the cave), philosophy (very thoughtful sequence discussing consciousness and death) seems like a recipe for disaster, but it comes out as coherent, and - importantly - emotional work of art. You're tasked with finding your loved ones inside a world where fantasy, dream and reality merge and mash, with originality that's miles beyond most of indie would-be art titles. Clay and physically made player and NPC figures, analog and digital alterations, and god - that great soundtrack.

Dujanah is somewhat simple in it's "gaming" part (just a reminder for those misguided who think that exploratory games are not games), but that DOES NOT MATTER for it's artistic vision is so strong it will surely stand a test of time.

Get it. Just. Get. It... 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.. Weird and bizarre 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.. This game is awesome. If you like art games, then Dujanah is a must-play. It's a

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story about a lot of things: death, the Middle East, video games, global warming, motherhood, etc. Unlike a lot of "weird" games, though, I think Dujanah actually tries to accomplish something meaningful with its bizarre imagery and dialogue. There are some clear messages that I won't spoil so you can interpret them for yourself. Of course, it's very light on gameplay, but if you're looking for a deep, poetic, funny, dark, sad interactive story, I couldn't recommend Dujanah enough.. I've played nearly 4 hours??? Wow, I didnt even notice the time pass! This is really weird and intriguing. The art style and sound in the game really makes this stand out and be memorable. I really like the music in the game and its very mellow and gets you thinking.

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