
Nono's Magic General Shop Xforce

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About This Game

Nono is 16 and studies at the academy. Since "You are in your best age!", she starts to help at grandma's magic general shop. And then, with a goal to become the 5d3b920ae0

Title: Nono's magic general shop
Genre: Casual, Indie, RPG, Simulation, Strategy
Developer:
Inu to Neko
Publisher:
Starship Studio
Franchise:
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Relea

Minimum:

OS: Windows 7 or above

Processor: 1.2 GHz Pentium 4

Memory: 512 MB RAM

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English,Japanese,Simplified Chinese,Traditional Chinese

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Its directions are fuzzy but once you get the hang of it, its a nice relaxing game. There is no deadline that I saw. Yes you can send your friends on adventures but save before end of 4th week at the end of the season. Its kind of tricky with the mouse to get to themanagment screen and out of accounting data list. I like being able to speed it up. The mini game for negotiating is ridiculously easy. Just move the bear head around with left mouse button and eat the blue balls while avoiding the red balls. I found that if I sell out of an item midweek, I can switch to another so I don't have an empty shelf . I just switch back to the main sellers at end of week before refilling. The game gives a false positive malware warning. I did a thorough check. No malware, virus or anything harmful was found.. Really sweet and interesting general goods shop simulator. Most rules are quite simple but there are several things that make it more interesting trying to balance things around so that your shop prospers. There are extra shops (tenants) that improve the area increasing amount of customers in your shop but they also sell goods that start competing with yours. You can activate shop battle to remove them and get some shop experience or you can change what you are selling. Some products have high disposal rate (% of remaining products thrown away at the end of a week), but they also have a good price. So you can either choose products with low disposal rate to be safe or you can adjust amount of products that you buy each week so that you sell all of it. Each product has demands that depend on customer gender and age, so it is required to choose a better product after you see which customers are comming to your shop this month. Also some products have high random purchase rate which means that they are sold randomly ignoring the demand stats when other products are sold. So trying to find a combination of products that sell well each month is difficult. At the start of each season you can send a team of three adventurers to gather resources. At 25%, 50% or after killing a boss at 100% progression they can return and bring resources that you can use to upgrade your products or unlock new ones. Overall the translation is good even though it has some typos, like "dairy" instead of "diary". Everything necessary to understand the rules is translated.. Its directions are fuzzy but once you get the hang of it, its a nice relaxing game. There is no deadline that I saw. Yes you can send your friends on adventures but save before end of 4th week at the end of the season. Its kind of tricky with the mouse to get to themanagment screen and out of accounting data list. I like being able to speed it up. The mini game for negotiating is ridiculously easy. Just move the bear head around with left mouse button and eat the blue balls while avoiding the red balls. I found that if I sell out of an item midweek, I can switch to another so I don't have an empty shelf . I just switch back to the main sellers at end of week before refilling. The game gives a false positive malware warning. I did a thorough check. No malware, virus or anything harmful was found.. Really sweet and interesting general goods shop simulator. Most rules are quite simple but there are several things that make it more interesting trying to balance things around so that your shop prospers. There are extra shops (tenants) that improve the area increasing amount of customers in your shop but they also sell goods that start competing with yours. You can activate shop battle to remove them and get some shop experience or you can change what you are selling. Some products have high disposal rate (% of remaining products thrown away at the end of a week), but they also have a good price. So you can either choose products with low disposal rate to be safe or you can adjust amount of products that you buy each week so that you sell all of it. Each product has demands that depend on customer gender and age, so it is required to choose a better product after you see which customers are comming to your shop this month. Also some products have high random purchase rate which means that they are sold randomly ignoring the demand stats when other products are sold. So trying to find a combination of products that sell well each month is difficult. At the start of each season you can send a team of three adventurers to gather resources. At 25%, 50% or after killing a boss at 100% progression they can return and bring resources that you can use to upgrade your products or unlock new ones. Overall the translation is good even though it has some typos, like "dairy" instead of "diary". Everything necessary to understand the rules is translated.

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