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1979 revolution black friday

Based on real stories and historical events, The Revolution of 1979: Black Friday is an interactive drama about choice and result, chaos and order. The year is 1978, and the place is Tehran, Iran. You play the role of a photojournalist who returns home to find his people protesting against the reigning king, the Shah. Armed with your camera, you are soon pulled into a dangerous world of revolution and civil unrest. • Options: Your options shape your experience in the revolution • Cinema: a striking visual style with animation symposia and audio performances • Exploration: Discovering a city crumbling under martial law: secret headquarters, riots, bustling streets and more • Photography: Take pictures of the world within the game and compare them to archival images by real photojournalists • Collection: Unlock 80+ unique stories that enhance your experience with the Iranian revolution based on real events: live testimonies from freedom fighters, witnesses and injuries in the revolution. Minimum: OS: Windows 7 SP1Processor: 2.0 GHz dual-core or memory equivalent: 2 GB RAMGraphics: ATI or Nvidia W/ 512 MB RAMDirectX: Version 9.0cStorage: 5 GB Space Available Recommend: OS: Windows 10Processor: 2.4 GHz dual-core or memory eq: 4 GB RAMGraphics: ATI or Nvidia W/ 1024 MB RAMDirectX: Version 9.0cStorage: 5 GB minimum available Space: OS: OS X 10.6.XProcessor: 2.0 GHz dual-core or equivalent: 2GB Ramgraphia memory: 512MB Nvidia or ATI Storage Graphics Card: 5 GB Recommended available space: OS: OS X 10.8.XProcessor: 2.4 GHz dual-core or memory equivalent: 4 GB Ramgraphia memory: 1024 MB Nvidia or ATI Graphics CardsStorage: 5 GB space available based on real stories and historical events, 1979 Revolution : Black Friday is an interactive drama about choice, result, chaos and order. The year is 1978, and the place is Tehran, Iran. You play the role of a photojournalist who returns home to find his people protesting against the reigning king, the Shah. Armed with your camera, you're soon pulled into a dangerous world of revolution and civil unrest. • Options: Options made by form your experience in the revolution • Cinematic: eye-catching visual style, with motion capture animation and sound on shows • Exploration: Discover a city crumbling under martial law: secret headquarters, riots, bustling streets and more • Photography: Taking pictures For the world in the game and compare them to archival images by real photojournalists • Collection: Unlock 80+ unique stories that enhance your experience of the Iranian revolution based on real events: live testimonials from freedom fighters, witnesses and injuries Read more Explore the official website of this game Play online, access to classic Super NES games™, and more with Nintendo Switch Online membership. Nintendo Switch Online membership (sold separately) is required to save cloud backup data. Digerati © 2018 / iNK Stories © 2018 / Stage Clear Studios © 2018 for event article Black Friday, see Black Friday (1978). 1979 Revolution: Black Friday (s) iNK StoriesPublisher (s)iNKDirector Stories(s) Navid KhonsariProducer (s)Andres Perez-DuarteJason SchreiberNegbanWriter (s)Navid KhonsariBrian WoodComposer (s) Nima FakhraraEngineUnityPlatform (s) Microsoft Windows XOSAndroidPlay 4SwitchStation Switch OneXboxRelease April 5, 2016 Microsoft, Microsoft XAAraUnity OS XApril 5, 2016iOSJune 10, 2016AndroidDecember 14, 2016PlayStation 4July 31, 2018Nintendo SwitchAugust 2, 2018Xbox OneAugust 3, 2018 Genre (s) Adventure, Interactive DramaMode(s)single-player 1979 Revolution: Black Friday is an interactive dramatic video game developed and published by iNK Studios, with the help of N-Fusion Interactive. It was released in April 2016 for Microsoft Windows and macOS, in June 2016 for iOS devices, and in December 2016 for Android devices. The game was released in July 2018 for the PlayStation 4, and August 2018 for Nintendo Switch and Xbox One. The players are controlled by Reza Shirazi, an aspiring photojournalist, who returns to Iran in the middle of the Iranian revolution. As he becomes more involved in the events of the revolution, Reza is forced to make decisions in order to survive. Players provide time responses throughout the game and determine the outcome of the plot. They are tasked with taking in-game photographs of their surroundings, given the historical background of events. The game has been under development for four years and was created to combine elements of video games and documentaries with an attractive narrative. Game manager Navid Khonsari, who was a child in Iran at the time of the revolution, developed the game with the intention of making players understand the moral ambiguity of the situation. The development team

conducted extensive research into the game, interviewing Iranian historical scholars who lived in Tehran during the revolution, as well as collecting numerous archival photographs and historical speeches. The performance of the game was recorded using motion capture, and both characters were developed with mysterious attitudes and morals. In the release of 1979, the 1979 revolution was well received by critics, with praise directed particularly in narrative, characters, performances, and historical representations, although some criticism was directed in a fast-paced sequence of time and visual quality. The game was also criticized by an Iranian journalist who declared it propaganda. As a result, Khonsari was afraid to re-enter Iran, and other members of the development team adopted aliases for protection. The game was nominated for multiple decorations at the end of the year from many gaming publications. Play 1979 Revolution: Black Friday is an interactive adventure drama video game. The players are controlled by Reza Shirazi, an aspiring photojournalist who returns to Iran in the middle of the Iranian revolution. [1] Throughout the game, players are presented with the ability to interact with their surroundings,[2] including crowds of people on strike. A homeless mother and her baby. [3] When interacting, players are often asked to take pictures of the selected person or event using a reda camera. [1] The menus appear on the screen, where the in-game image is compared to the real images of the event taken by photographer Michelle Sitbon. Players also collect tapes throughout the game, which include speeches by revolutionary leader Ayatollah Khomeini. [4] Some parts of the game require timed responses from players, often leading to important decisions that affect the game's story. Some conversation trees require players to determine the response within a limited time, otherwise satisfaction remains silent. [2] The game also requires action tests, where players must decide what to do in special circumstances; For example, a task sequence performs tasks that players perform by choosing whether to perform aggression during protest, or taking photographs. [5] Other characters will respond to decisions accordingly, and the notification feature indicates that the character will remember the specific response. [2] In action-based sequences, players follow on-screen claims for quick time events in order to survive. [1] [3] If players fail to follow claims in the allotted time, the game will restart by the quick event of time. [2] Players dialogue and action options throughout the game, determining the outcome of conversations and plot. [2] The game tasks players with photos of important events with the camera. [1] Game lists provide more information about some important events that players have captured on camera. [4] Plot friend Reza Babak Azadi accompanied him throughout most of the game. Reza's brother, Hossein Shirazi, is a police officer in Iran and uses his authority to help Reza when he is in legal trouble. The game opens in 1980, as photographer Reza Shirazi (Bobby Naderi) is ambushed in his hideout by the police.[1] and taken to Evin prison, where he is interrogated by Asdollah Ajverdi (Navid Negaban). Reza, who was part of the Iranian revolution in an attempt to overthrow the Shah, chooses whether to cooperate with Assadullah, who bears the name of Hajj Agha. The game cuts to September 1978.[6] as 18a [18][7] Radhi and his pacific friend Babak Azadi (Omed Abtah) watching crowds around the revolution from the rooftop, and [cheers] capture displeased. The two then walk the streets and arrive at a protest in which the leaders of the revolution deliver speeches. Ali Shirazi (Nicholas Gilak), Reza's cousin, arrives, and when the soldiers interrupt the protest and the crowd begins to disperse, he tries to convince Reza to throw stones at the soldiers. He opposes your door, and is left to Reza to decide whether to act strongly and throw stones, or act negatively and express his fears instead. When soldiers start threatening crowds with gunfire, Reda and Babek run into an alley, soon followed by ali and the injured Abbas (Ray Haratian), one of the leaders of the revolution who stabbed in the uproar. After Abbas leans briefly, he is accompanied by Ali and Bibi Golestan (Mozan Maru). In a flash in prison, Hajj Hossein Shirazi (Farshad Farhat), Reza's brother, comes out and threatens to harm him if Reza does not cooperate and provides information about Bibi. The game returns to Reza and Babak, who arrive at the rebel hideout. Reza meets Abbas, who is convinced that one of the leaders of the revolution betrayed him and stabbed him, and Reza is interested in discovering the perpetrator. While he is investigating, Reza is contacted by some leaders and accused of stabbing Abbas. A brief altercation ensued, but it soon ended with the police beginning to ambush the hideout. Abbas hastily demands an answer from Reza about traitors, and Reza is forced to determine which of the leaders of the revolution stabbed Abbas. In a flash afterwards, Hajj Reza reveals that he chose the wrong person, but they were killed shortly afterwards. In the hideout, Reza is arrested by the police, but Hussein arrives and demands to know ali's whereabouts. Reda refuses to tell him, and Hussein pushes him to their parents' house. The next day in a protest, Reda and Babek discover that martial law had been declared. They take to the streets and join the large crowds. Soldiers pray and ask the crowd to disperse; when the crowds hold the ground, the soldiers start shooting at them. Reda rushes to Ali, who was shot, bandaged his wound. Babek and Bibi help move Ali away from the noise and into an alley, where they find Hussein. Hussein shoots his gun at Ali, threatening to shoot him because of his crimes, and Ali produces his gun and threatens Hussein. Reda tries to convince the two to stop, but interrupts him by shooting at the soldiers. Reza then chooses who ever saves him from the shooting: Hussein or Ali. If He rescues Reza Hussein, the latter is thankful and directs him to the nearest hospital. Ali dies regardless of the choice of satisfaction. [8] Bibi and Reza Accompanying Babak, who was wounded in the shooting, were approaching the nearest hospital, but died shortly after his wounds. In a flash to prison, the end is determined by Reza's actions until throughout the game: if Reza is unpleasant for a while, the pilgrim frees the latter, who begins to stifle Reza and demands Bibi's website. If Reza is in Hussein's favor, the pilgrim shoots and kills the latter, before pointing the gun at Reza's head and demanding Bibi's location. [9] Development director Navid Khounsari was a child in Iran at the time of the Iranian Revolution, where he witnessed many of the events that later inspired the game. [4] 1979 Revolution: Black Friday was in development for four years; The first two years of money-seeking consisted of financiers, and the game was developed over the next two years. [10] The game is based on events that took place during the Iranian Revolution, Black Friday. The development team chose this setting shortly after the iNK development studio was established. In 2010,[11] since they felt the chaotic environment players would be wary of any symbols to trust. [10] The team coined the term vérité game to describe the 1979 revolution, based on the cinéma vérité method of documentary filmmaking. They see it as an interactive storytelling technique that combines elements of video games and documentaries, and blends them with flexible narratives. [12] The team wanted to avoid the game being considered strictly educational, ensuring players entertainment and commitment were the hist priority. [10] They also wanted to ensure that the simple gameplay allowed players and non-players to participate. [13] Director Navid Khonsari said that the evolution of the game was the result of the culmination of doing games, falling in love with storytelling and ... Magic with documentary. [5] Khonsari first discussed the game in February 2011, announcing that it was in 1979: The Game. [14] He intended initially to be transverse.[12][15] consisting of three[5] or nine episodes,[16] but was later reduced to one play. [17] A crowdfunding campaign for kickstarter was launched in 2013 with a goal of \$395,000.[19] but failed to reach its target, with a total of \$304,741 raised. [20] Additional fundraising has been set up on the game's website. [21] After the campaign failed, the team participated with the New Frontier Story Laboratory at Sundance in 2014 and 2015, the Museum of the Moving Image in New York, and the Doris Duke Foundation. [16] 1979 The revolution was approved by steam green light light in July 2015,[22] and was released to Microsoft Windows and OS X on April 5, 2016, [23] iOS devices on June 10, 2015 016,[24] Android devices on December 14, 2016.[25] PlayStation 4 on July 31, 2018, Nintendo Switch on August 2, 2018, and Xbox One on August 3, 2018. [26] The play was also planned to receive Oculus Crack support; The team rewrote one of the interrogation scenes to suit the experience. [10] 1979 Revolution runs on the unit game engine. [19] Khonsari has expressed interest in the sequel, noting that it depends on the commercial success of the first game. [17] He is also interested in developing additional games about other historical events. [5] The story of Khonsri was a child in Iran at the time of the revolution, and he left the country shortly after it ended. [4] Khonsi developed the game with the intention of making players understand the moral ambiguity of the attitude, due to the different beliefs in Iran,[27] and to feel the passion and the whim of being in the revolution. [4] When the concept of the initial game was conceived, Iran's location was not decided; The development team was attracted to the idea of a game that took place during the revolution, and eventually settled on the Iranian revolution. When the development team represents the concept of revolution, it wishes to show the multiple definitions of the term. Khonsari stated that they wanted to embrace the spirit of the revolution, but we Show the course of the revolution, with regard to the real negative and complex consequences of real revolutions. [15] The team interviewed a group of 40 Iranians living in Tehran during the Iranian Revolution. The game environment and preparation are based on images taken by real photojournalists during that era.[28] such as Michel Sitbon,[6][29] and graffiti on the streets of Tehran at the time. [28] The team also studied documentaries, films, magazines and documents related to Iran,[29] and sought comments from academic, political, religious and cultural advisors. [4] They interviewed more than fifty historians,[5] including sociologist and political scientist Jack Goldstone,[30] who collected about 1,500 archival photographs, and collected many of Ayatollah Khomeini's speeches during their research of the game. [5] The main video footage that appeared in the game is that of Jed Khonsari, recorded in the movie Super 8 from the 1950s to the 1979s. [7] Producer Navid Nijaban, who portrayed Hajj Agha in the game, was a high school student at the time of the revolution. He said the script brought back memories and provided information to the book based on his personal experiences at the time. [31] The character's evolution captured the movement of their roles in the game, as well as the provision of voice work. [32] The performance of the game was mostly recorded using motion capture technology, with the remaining audio elements later recorded in the studio. [33] The Motion Capture Studio - House of Moves, in Los Angeles[34] uses more than 70 cameras, synchronized to capture the full body movement of each actor. The 90-page scenario for the game was recorded in three days of shooting on April 13-15, 2015. Khonsari, who directed the performances, portrayed the entire master takes in which the actors perform the entire scene without cutting; This has been done to save time during production. [32] The game was initially set to follow the stories of 8-10 characters to play, starting with the U.S.-Iranian State Department translator in an attempt to free American hostages. [35] This was later reduced to one character: an aspiring Iranian photojournalist. [1] Khonsari's goal was to allow players to see the world more gray than black and white, and to achieve this by having the protagonist who experienced the revolution. [5] The characters of the game are based on interviews with Iranians who experienced the revolution. Executive producer Vassiliki Khonsari said the characters do not fall into the typical good man/ man, but everyone is a gray shadow ... to show the complexity of history. [16] The team featured a variety of personalities from different families, beliefs and social classes. [30] Farshad Farhat, who portrayed Hossein Shirazi in the game, was present during the Iranian protests in 2009. He appreciated the interaction in the game and the choices players are forced to make. [6] The development team felt that allowing the player's selection for some Dialogue and actions allowed for a more personal experience, and for players to communicate with the story and characters. Khonsri believed that it allows for a better understanding of the events and experiences of the revolution. [15] The team also ensured that most of the options had some impact, noting that a delicate or significant decision had implications. [36] ReceptionAggregate scoreAggregatorScoreMetacritic (PC) 80/100[37][NS] 77/100[38] (PS4) 70/100[39] scores review ScoreGame Informer8/10[40] IGN8/10[3]Gameplanet8/10[2] Screen75/100[41] Revolution 1979: Black Friday was well received by critics. Metacritic's review calculates an average score of 80 out of 100 based on 25 reviews for the PC version,[37] 77 out of 100 based on seven reviews of the Nintendo Switch version, [38] and 70 out of 100 based on ten reviews for the PlayStation 4 version. [39] Reviewers loved the game narrative, characters, and historical representations, although some criticism was directed in their rapid sequences, visual quality. [1] [2] [3] [41] [42] Chloe Rad of IGN praised the game's mix of drama and action, as well as the realistic depiction of violence, and felt that the game mode and period helped to show the spirit of the revolution. [3] Andrew Todd of Gameplanet praised the game's way of dealing with issues such as inequality, theocracy, and the causes of anti-Americanism, and noted that it helps create an atmosphere of story and preparation. [2] Geoffrey Matulivi of Euroventure found that the moral ambiguity of the narrative was refreshing, particularly the depiction of corrupting good people. He felt that the development team being primarily Iranian was added to the originality of the game. [42] [1] The options presented in the game split reviewers; some found them important and frightening.[1][41] while others eventually found them illogical. [3] The play often features a sequence where the players are interrogated in evin prison by Adollaf Javardi. Journalists praised the portrayal of such events because of their imitation of the real events that took place during the revolution. Matulf euroadventureannounced the game's superior and more sympathetic characters on those in other games, which would depict them as followers of cardboard or stormtroopers. [42] IGN's Rad found Reza's character to be loved,[3] and Game Informer considered Javi Galatini his story fascinating. [40] The play representation also receives high praise; [41] IGN's Rad called strong performances.[3] and Narcisse Kotaku felt that they had the ability to pull players into the drama. [1] Todd Gameplanet felt that characters often speak in the show rather than emotion, but when the drama works, it really works. [2] Chris Alexander of Screen Kill found the game's historical information to be both truly educational but also puzzling in brevity, noting its strengthening of story themes. [41] Rad ign's praised the game's ability to provide enriching information without bombarding players. [3] Todd Gameplanet considered Iran's status compelling and true, praising its complexity and detail, although the intensity of history was somewhat overwhelming. [2] Matolf Euroventure felt that the information might provide too much background for characters and events, but attributed this to personal preferences. [42] Criticism was directed in the fast est time sequence. Narcisse Kotaku considered it high-heeled,[1] and the Eurogamer Magtol found them to be poorly constructed. [42] The detective's game likewise felt them to be shoehorned in between conversational encounters. [40] Kill Screen Chris wrote that such sequences are featured in games like The Walking Dead (2012) to enhance the sense of urgency in players, but felt that this was unnecessary in the 1979 revolution, as the tension already felt real enough. [41] The game's images also received mixed responses. Game Detective Gwaltney considered art and environments impeccable, but criticized personal models; [40] Matulivi also condemned Eurogamer's models and textures, describing the drawings as competent at best and appointed at worst. [42] Rad IGN echoed similar remarks, identifying awkward animations of background characters.[3] Todd Gameplanet felt that the 1979 revolution lacked the Polish of works by Telltale Games. [2] The 1979 Awards Revolution: Black Friday received multiple nominations and awards from gaming publications. She was named pc/console best at the '16-bit awards,[43] and was nominated for games to influence the 2016 Game Awards[44] and the D.I.C.E. Sprint Award at the 20th Annual D.I.C.E. Awards. [45] In IGN's Best of IGN 2016, the 1979 Revolution was nominated for Best Adventure Game[46] and Best Story.[47] while at the 19th Annual Independent Games Festival Awards, he was nominated for distinction in narrative. [48] The game was nominated for writing in drama and the game, the original adventure at the 16th Annual National Academy Video Game Trade Reviewers Awards,[49] and N navid Negaban was nominated for his performance as 'Hajj Agha' at the 13th British Academy Awards. [50] The game received a supervisor's mention of best voice and the Seumas McNally Grand Prix at the Independent Gaming Festival, as well as for best first appearance at the 17th Annual Game Developers' Choice Awards. [48] List of awards and nominations for the 1979 Revolution: Black Friday The Date of the Recipient Category Award (s) and The Candidate (s) as a result of reference. December 1, 2016 Game Awards 2016 Games for The Impact of 1979 Revolution: Black Friday Nominated [44] December 15, 2016 '16 Best PC Awards/ Console Game 1979 Revolution: Black Friday Won [43] January 7, 2017 IGN Best of 2016 Best Adventure Game 1979 Revolution: Black Friday Nominated [46] January 7, 2017 IGN Best of 2016 Best Story 1979 Revolution: Black Friday [47] January 19, 2017 6th Annual New York Big Apple Video Game Awards For Best Game of the Year 1979 Revolution: Black Friday Nominated [51] January 19, 2017 6th Annual New York Video Game Awards Off the Broadway Award for Best Indie Game 1979 Revolution: Black Friday Nominated [51] January 19, 2017 6th Annual New York Video Game Awards Herman Melville Best Writing Award 1979 Revolution: Black Friday Nominated [51] February 23 , 2017 20th Annual D.I.C.E. Outstanding Achievement Awards in the Direction of the Game 1979 Revolution: Black Friday Nominated [45] February 23, 2017 2017 20th Annual D.I.C.E. Awards D.I.C.E. Goblin Award 1979 Revolution: Black Friday Nominated [45] March 1, 2017 17 Annual Game Developers Choice Awards Best iNK Honorable Stories Recall [48] March 1, 2017 19th Annual Independent Gaming Festival Awards of Excellence in Narrative 1979 Revolution : Black Friday nominated [48] March 1, 2017 1977 Annual Independent Gaming Festival Awards Best Song 1979 Revolution: Black Friday Honorable Recall [48] March 1, 2017 19th Annual Independent Games Festival Awards Seumas McNally Grand Prix 1979 Revolution: Black Friday Honorable Recall [48] March 20, 2017 16th Annual National Academy of Video Games Reviewers Writing Awards in Drama 1979 Revolution: Black Friday Nominated [March 49] 2017 , 2017 16th Annual National Academy of Video Games Guild Of Game Reviewers Awards, Original Adventure 1979 Revolution: Black Friday Nominated [49] April 6, 2017 13th British Academy Awards Performance Awards Naveed Negaban as 'Hajj Agha' nominated [50] December 22, 2017 Facebook game of the year 2017 game of the year 1979 Revolution: Black Friday won [52] December 22 2017 Facebook game for 2017 Best Game Game 1979 Black Friday won [52] controversy when the game began to gain popularity in June 2012, iran's conservative newspaper Kayhan published articles calling the pro-Western propaganda game,[53] accusing director Navid Khonsari of spying, and fearing re-entry into the country as a result. [54] Members of the development team were also pushed to use aliases to protect themselves,[4][55] and the artist fled the game from Iran because of his participation in the development. [11] Khonsari said: Anytime Iran has something written about them in the West, they feel as if it was propaganda against them. [56] After the launch of the 1979 revolution in April 2016, the National Computer Games Foundation (NFCG) blocked all sites distributing the game in Iran, and began a process of collecting all copies that were illegally distributed in the country. Team manager Hassan Karimi claimed that the game has hostile intentions and objectives, noting that it may poison the minds of young people and young people... by false and distorted information. [57] Executive producer Vasiliki Khonsari argues that the ban is the result of a game of documenting the facts that different ideologies, different economic classes, and different social classes Together to overthrow the Shah, which she described as the grey area that the National Contact Group accused of being inaccurate. [10] Education in November 2016, Revolution 1979: Black Friday appeared in Paul Darvasi's UNESCO report on the impact of video games on conflict resolution. Darvasi said the game may be considered to determine whether it can be used to support the production of historical, global and ethnic cultural empathy, all of which contribute to the acquisition and development of intercultural understanding. [58] References ^ a b,j,d. and g-h c k Narcisse, Ivan (April 5, 2016). 1979 Revolution: Black Friday: Kotaku Review. Kotaku. Gauker Media. Archived from the original version on April 20, 2016. Accessed April 20, 2016. ^ A.J.D. 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