
Industry Transporters Download Youtube



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About This Game

Game Elements:

- play on a random generated or a custom-created map with a maximum size of 1000 x 1000 fields
- towns and resource industries will grow depending on attraction/demand
- choose from over one hundred products to create and sell
- use trucks, trains, ships and planes to transport wares between industries and stores
- at least 10 different types of vehicles for each transportation type
- choose from over one hundred buildings to build up your production
- research new ways to lower costs or expand your profit
- traffic system that spawns cars in each town depending on town size
- complex economy with change in needs due different seasons

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- product price correction system that controls over productions or overuse of a resource
 - upgrade systems for your buildings and vehicles
 - in game map editor
 - price changes due unstable economy
 - computer AI (WIP)

Roadmap:

<http://steamcommunity.com/app/376150/discussions/>

Starting as a small company with low balance, you have to reach the top of all companies. After picking your first product to create you will have to look for industries that will provide you with the needed resources. From there you have to plan out your production chain, which will mostly involve at least two industries, where you will have to refine resources and produce your selected product. This Product can now be sold in a store, which you have to build in a town. All these points will have to be linked with each other with one of the four transportation types. Then after starting the transport you will start to produce and deliver your wares to your store where it will be sold.

A complex economy that is able to detect each sold product and each bought resource will balance prices for every product or resource. And a system that allows the random creation of economy lows and high to make the game even more interesting. Try to create even more complex products to be able to gain more profit.

Title: Industry Transporters
Genre: Simulation, Strategy, Early Access
Developer:
Markus Fick
Publisher:
MK game production
Release Date: 31 Aug, 2015

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Minimum:

OS: Windows XP

Processor: Intel I5 2x2,2GHz / AMD 4x2,2GHz

Memory: 4 GB RAM

Graphics: Geforce GTX 460 1024MB / AMD Radeon HD 6770 1024MB

DirectX: Version 9.0

Storage: 2400 MB available space

Sound Card: 2.0 sound system or headset

English,German







Game has Potential, but was released with too many issues. Devs aren't really putting updates out there, Its almost like they gave up on the game. all around waste of money and time, Hope they actually do something with this game for it does have great potential with a lot of hard work.. Afraid I can't recommend this. There are too many issues with the game and there are already many excellent titles in this genre. I immediatley asked for a refund. A major overhaul on the UI and a working tutorial would make this game at least approachable.. Cash back after 10 Minutes - 90 Years Feeling with design shortcomings

Sorry, but:

=> Many Typos (Karriere and not Karrierie), a Mix from German and English or overlaped Text Fragments

=> Bad Menue design, Developers please see to other games - this chaotic and threaded structure was in the 90years "fresh" (Industry giant) and is only for experimenting freaks with many time. Orange Menues? It is a no go.

=> No Main direction - what is the goal? To connect many more towns with many profit?

=> The Graphic is a matter of taste - for me this is a simply graphic and with 2560 x 1080 resolution is the lower part out of the screen and with 1980 x 1080 a have the known black boxes.

My Fazit:

=> I don't will waste my time. A Game it was in 6-12 months ready when the price is on 2-5 EUR. And more is not worth, look at the existing competition.

Unfortunately, too many third-rate currently trying developers with the Unity engine. Pure Mathematics brings an alone not continue, you should also understand some of the game design and from fun factor.. do not buy bad graphics and laggy. very confusing. It needs a LOT of work but eventually the Dev will get it right. Wait a bit before buying.. too anyone out there plz wait for the full game it take me a lot time waste it take so long to long the f\$\$\$\$ing game. I wish I could recommend this game as I love the genre and it shows a lot of promisse and potential... Unfortunately by the looks of things, the game still beeing mostly broken with horrendous UI and absolutly no sign of life from the developpers for over a year now, I'm afraid that promisses and potential is all there is to it and all there will ever be :(...

I believe that "complete EVA fail" is the only way to describe the game at the moment and for the foreseeable future.

STEAM, do yourself a favor and be professional, remove this dead title as selling it is bordering on scam...

. I understand that it is early release, but I have to say.

All around horrible, I've only got a few minutes in, because at the point in the horrible tutorial where I can only read half the text because it does not display properly I go to the street tool and instead of building streets, for me it builds a house, I click the urban street tool and it builds a smaller house.... considering it is now impossible for me to build roads it's game over. That is an unacceptable glitch.. Despite the fact that this game still looks that it is in the early alpha stages, and it shows in the performance,

it has amazing potential and supporting the devs is a good ivnvestment.

The following has to be addressed during the course of development though:

-An overall upgrade to the graphical look would be nice

-The night\day cycle is super short and the night time is very dim

-The UI needs to be redone, at the moment it seems clustored and the icons are very unfriendly

-The game just needs more color

If the above are fixed with the time, then this game would be great

Be carefull with this one. BUGS! BUGS! BUGS!

In order to play the game, YOU HAVE TO KEEP THE MAIN OPTION SETTINGS AS THEY ARE...

If you change them, the game will hang. Also don't change the night cycle when starting a new game or while in the came or it will hang. Keep it to "DAILY" which cycle goes to fast. If you turn it off, save save the game, the game when loaded will HANG!!!

I still can't get the tutorial to play????

If you set the cities to "Large" they show up blackened. They must be set to "Medium"

I liked Industry Giant II very much and it still is one of my favs. This one needs a great deal of work.

WHEW! Back to Giant II

. Love games like this. Was looking over the discussion and decided to buy it strictly on the fact that I saw the developer was very involved. So far I went through the tutorial and had no problems at all. No problems with small font or glitches other then me doing things wrong. Will start a new game in a bit and will update. So far I can tell it is well worth the 10 bucks and would no way be looking to get my money back with the short time I have played it.. Don't spend any money on this game. Even if it is on sale f\u00fcr 1 \u20ac/\$\u00a3\u00a5 ...

The money is definitely wasted... spend it for some other game.

The basic concept of the game is good and graphics are okay for that budget...
but the developement has stopped, last patch was released in October '16.

The current state of the game is a total mess imho:

- absolute horrible UI
- stopping/not moving vehicles
- absolutely not entertaining

You won't have any fun!. Seem industry tycoon copy.But with better graphics and more promising.There are lots of bugs and interface problem but its normal for alpha game.More tweaks needed for planing and routing.

i bought nearly all tycoon kind games last few years like industry giant, farming giant etc. but this game is most promising!

Recommended if you love the genre!. \u2665\u2665\u2665\u2665. I love the concept and believe it has some real potential. It's in the early stages and am excited for the end result. I'm going to give it a thumbs up. With the proper tweaking it will be an enjoyable experience indeed! Something I would like to touch on is the camera control. If you could use the same camera control mechanics as Train Fever that would be just splendid!!

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