

COMPANY

By Luke Bean

I first met Duckie Wooler when I was sixteen. He had come to Mecklenburg to start a war, and I figured I could get a pack or two of cigarettes out of it. The idea of being invaded didn't worry me much. War, as far as my town was concerned, was the natural state of affairs. Indeed, it was the idea that the invaders might bring *peace* that troubled the locals. So when this strange American showed up waving around a camera and talking of an age of peace to come, he found nothing but closed doors and pursed mouths. I took pity on this lonely man, and I do not think it is an exaggeration to say we saved each other's lives. Today, of course, Silas "Duckie" Wooler is the New York Journal's fabled international correspondent, the man who built the case for the Pacification of Germany. And though my name, Erich Kalb, is little remembered, I too am famous: I am the subject of Mr. Wooler's most iconic photograph, "The Boy and the Banner."

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About This Game

PLEASE NOTE: This is intentionally a quick play -- by design, you can beat this game in about an hour. If you have some extra time, after you beat the game you can: unlock achievements, search for all the items, easily mod in your own items, try the new game+ mode, go outside, feed the baby, water the plants, realize you don't have a baby, water the plants again, oh god whose baby is this, eat some chili, eat the plants, etc, etc.

Step 1: Craft weapons

Create products by combining the natural resources of our glorious country. Refine those products to make weapons! How about... vodka + exercise machine = Vladimir Putin's gym shorts? Its manly odor is both powerful and deadly.

Step 2: Automate your factory

Now that you've figured out how to build one weapon, can you make hundreds of them? Build out your factory for mass production with conveyor belts, barriers, pushers, black holes... wait... why did you put a black hole in the factory?! Nooooo

Step 3: EXTREME CAPITALISM!

Now that we're mass producing weapons, we can sell those off and upgrade the factory to build more profitable (and complex) weapons. Discover new technology phases like Sand Age, Copper Age, Iron Age, and the most advanced technology: Potato Age.

Features

- Craft weapons & create huge factories
- New Game+ mode
- Cross-device cloud saving
- Create your own resources & weapons in the Blueprint DB -- plus share your mods easily with the world via cloud mod sync
- Full game included, no microtransactions

Title: March of Industry: Very Capitalist Factory Simulator Entertainments

Genre: Indie, Simulation, Strategy

Developer:

Archive Entertainment

Publisher:

Archive Entertainment

Release Date: 7 Oct, 2015

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English,French,Italian,German,Japanese,Russian







march of industry very capitalist factory simulator entertainments

waste of money wont even work. Very pleasant and interesting game. Everything seemed really nice, until the last stages... Which led me to rage! I can not remember when i used so much bad words last time... Anyway, i find this title definitely worth recommending. Solid position in the library.

My rating for Lunnye Devitsy is 7/10. If you can get it under 5 dollars then buy it, otherwise don't bother.

Magna♥♥♥♥♥Laude was the best, this was a pathetic attempt at being funny and fun.. Edit 2: This game now works on my PC after a hotfix released one day after the game's launch. The stuff below is no longer applicable to my review. Thank you for a fast fix, devs! So far I'm really enjoying the game, and will update the review again once I have a more developed opinion.

Edit: I should have prefaced this before in this review - This is only about my experience with the game. I've seen plenty of people who are able to play and enjoy the game just fine, and only a few others who are experiencing issues similar to mine. Either way, I cannot play due to a game-breaking bug with no currently working fixes, and I view this as a major issue.

Simply put, the game does not work for me. The menus are fine, the music is pretty good, the concept of the game is interesting, but the game itself does not work at all.

As soon as I try to enter the game, neither keyboard + mouse nor my Xbox 360 controller works to play the game, which are both the recommended control types for playing. I cannot move my ship whatsoever in local VS mode, and I cannot progress past textboxes while in-game. I have tried pressing every single key and button to see if some sort of interaction button has a strange default bind that isn't acknowledged in the controls menu, but nothing works.

The game also enters a fully softlocked state for me whenever I enter the game, as trying to exit out to the main menu triggers the menu music and a loading icon to appear, but nothing else happens. Oddly enough, you can pause again in this state despite the game being paused already, and I cannot select any of the options in the glitched pause menu that appears if you pause while exiting to the main menu.

I want to like this game, but it's very hard to do so when the only part of it that works is the menu.. this is my first review. this game is simple yet fun! all you can expect in a quick draw simulation game. I highly recommend this game as it is a very fair price and a lot of fun! plus the developer is putting out updates regularly.. When it comes down to this game, I like it. But it sometimes has the ability to make me want to put a bullet in my computer. As of late, it stopped working and I really liked playing the game. But now, it says it is running for five seconds and then stopped. I even went as far as reinstalling it. I put it on my other computer and it didn't have any problems! What the hell?! If anyone else had this problem, my condolences, but I also think this game should work properly.

Rather than a true review, I will just give each chapter a score out of 10.

Question Arcs:

Chapter 1 - 8/10
Chapter 2 - 8.5/10
Chapter 3 - 9/10
Chapter 4 - 10/10

Answer Arcs:

Chapter 5 - 8.5/10
Chapter 6 - 8.5/10
Chapter 7 - 10/10
Chapter 8 - 10/10

Soundtrack - 10/10
Art (PS3) - 7.5/10
Voice Acting - 9/10

Overall score: 10/10. I really loved this experience. Made me feel like a hardcore marine. Graphics are amazing, gameplay is phenomenal, and the voice acting made me ♥♥♥♥♥♥♥♥. Please, check this game out for yourself and get ready to want more!
8/10 - Pros: Amazing voice acting, incredible gameplay, fantastic saving system, beautiful textures, awe inspiring story. Cons: Nothing. This game is a mother♥♥♥♥♥♥ing masterpiece. Seriously, check it out as soon as you can!. Buggy, lots of grinding, and a very disappointing ending. Not fun all around. Don't buy this game.. More complex Game dev tycoon. Sure would play more.. I personally found the story somewhat confusing, and I don't think I'm the only one either. It's a shame as I get the impression there is meant to be a lot going on but it feels like the game is missing a number of crucial elements that is supposed to tie everything together.

As for the puzzles, as they aren't really my strong point I relied on following a walkthrough from roughly halfway through the game for the sake of my own sanity.

Despite those two points I enjoyed the game though and consider the time spent playing as worth it.. I enjoy 100%-ing games. This is not a good game for that.

I enjoy jigsaw puzzles (I have completed 24,000 piece puzzle "Life"). This is a game for that.

Price-wise, this is extremely expensive 100%.

Price-wise, this is extremely cheap collection of puzzles (digital, yes, but where else would you get 2000 pieces of quality content for less than 5\u20ac?).

I've completed 8% of the game in 50 hours. For me, that is 600+ hours of content for about 200\u20ac when bought on sale. Which is 0.33 cents per hour of peaceful puzzling (turn on the sounds, it's lovely). Mainstream games are 50 hours of content for 60\u20ac. Do the math.

To conclude

Looking for a quick, cheap 100%? This is not for you.

Others? Might as well try, you know. There is about 30 hours of free content and a free new puzzle every month. If you complete that, you get a token with which you can buy another puzzle from "the Kiosk".. Good game when U have friends, but if U are alone it is boring. If Candy Crush and a Tower Defense had a baby, but that baby was raised by Team Fortress 2 and 80's cartoons, you would have something approximating this deceptively addictive puzzler

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