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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





INVESTIGATION

START



march of industry very capitalist factory simulator entertainments

Press R on the keyboard and the enemies reset starting position. Press Alt and the game hangs. Press arrow keys to control character. Press nothing to control camera, cause you can't. Feels like someone sold me this game with debug settings ON.

No in-depth video settings, frame-rate is terrible.

It's a port. Still better port then Dark-Souls: Prepare To Lag Edition, but only in 2nd place....which is fkn terrible.

On the PC this is not a finished game. Should have been flat out illegal to sell.

Perhaps it works as it should on the console, considering you can't change controls and all the how-to-play and control schemes are for a console controller.. Like Skyrim with free online [games.com](https://www.games.com). i completed the game but i want more so can you make a stage 11 for them that beat the game?. fun rts/space settlement sim. That's br\u00fctal.

12V10 would discover and fall in love with all over again.

Metal culture needs more wonderful landmarks in different enterprises, like this. It adds a whole new world of color to us all.. high frame rate + good environments, good animations, needs other gameplay bugs fixed

will try out battle royale launch next month. 10V10

Been playing this since I was a boy. The only game I have ever played for this long (came out in '97) Most games I play a dozen times and forget. This game is ETCHED into my memory. The gameplay is perfect for what I want; RTS fighting, resource based economy (resources don't end they just respawn in a different area), no pop limit, no military limit, espionage, boats, siege weapons, etc. I like many games but I LOVE this game. Glad to see all my other fellow 7KAA fans supporting one of, if not, the best RTS ever made. They NEVER made another game exactly like this one. Never.

It is very well done, with nice animations and decent sound. I find it a bit too frustrating at times, but if you like a challenge, it's worth a shot.

. Backed this on kickstarter and i'm soo glad I did ! Love the warm feeling this game gives you. Love the added fudge recipe. Will try to make it and play while eating a sandwich all at the same time. =s. dark medieval. Very fun game. Only my third returned game so far out of about 15. The other 2 were Apollo 11 and Pool Nation. This game was just extremely boring. I believe all the excitement over this game was from months ago. It really does not stand up to most games on the Vive right now. You grab, you point to where you want it to go and then let go of the buttons. You point and grab and let go over and over again. It was not very involved at all. The physics are great though. But if you are looking for gameplay then look elsewhere.. Not bad, Not good :) I like these small weird trippy games, and this one is definitely one of those experiences. The whole game you are just falling, falling through.. hell? Im not too sure. As the Developers put it them self at the end of the game, as shown in my video below, "We really tried to do something a little bit different, and will do our best to keep bringing you strange and interesting new games in the future" Well they did bring something weird, and i welcome the next weird and interesting game they will come up with.

https://youtu.be/49_yzKVIEYA

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