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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.

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## 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

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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

23,100,766 B

### SHOP

X

- 100X IRON BOX  
100 B
  - 1X COPPER  
1 B
  - 100X COPPER BOX  
100 B
  - 1X SAND  
1 B
  - 100X SAND BOX  
100 B
  - 1X IRON  
1,000 B
  - 100X IRON BOX  
100,000 B
  - 1X CARBON  
1,000 B
  - 100X CARBON BOX  
100,000 B
  - 1X GLYCEROL  
100,000 B
  - 100X GLYCEROL BOX  
10,000,000 B
  - 1X POTATO  
100,000 B
- ROTATE [R]



EXPAND FACTORY?  
COST: 512,000 B

GOAL: ACQUIRE 100,000,000 B

73,031,968 B

BUY

SELL

HELP

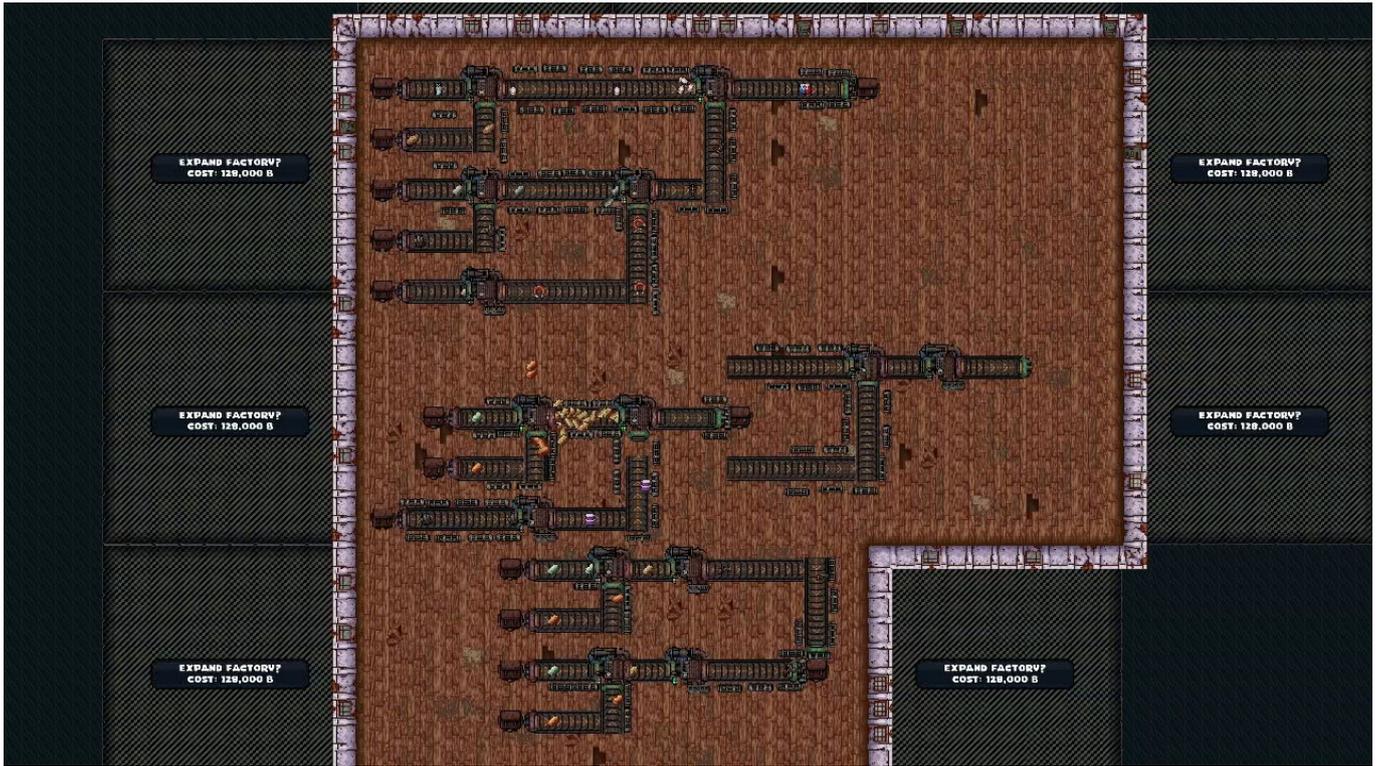
OPTIONS

LIST

TOOLS



GOAL: ACQUIRE 100,000,000B



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march of industry very capitalist factory simulator entertainments

pretty bad game waste of money do not buy!. Okay I came into this game with very low expectations. The "Mostly Negative" Reviews had me very wary and thinking I might refund this game. But It looked interesting enough that it was on my wishlist and it was on sale. Now... I don't get the hate. It's a trial and error factory production game. You have to try and figure out multiple things and create machines that will let you sell it. I find it a lot of fun and it is pretty fun in spurts. It's worth the full price I'd say.. Very neat industrial crafting game. I'm a big fan of these. However it is not Factorio or Enterprise.

The conveyor belts do not queue items, everything is falling off and you have a mess.

Machines are producing items regardless if there is output space or not, again, mess on the floor.

You have to use barriers to avoid all that. Really?

The game is very short and there is not enough options to automate production lines, like pack it and despatch to sell.

I will not request a refund because I believe the game has a potential, however the price is a bit high for what it offers.

At the curent stage, not recommended.. Really wasn't expecting it to be what it was. The idea seems really cool and I love these sorts of games but the fact the game tells you absolutely nothing and I slammed my face into a wiki just to find out how to make a carbon based weapon wasn't doing the game any favours. It would have been easy to overlook as a discovery game until the further I got in, it's all about putin's shorts. Combining Vodka and the Internet to make a firewall that makes all porn have realistic writing. Oh how funny(!)

This game really does try too hard and passes absolutely nowhere other than the core idea. It seems like a quick rush based off Big Pharma's relative success filled with a bunch of 12 year old "omg im so random xd" humour and it's not cute about it at all.. Pretty shallow. I was wishing there were more depth like spacechem, but there's only two types of "combiner engines" and it quickly turns into doodle god with memes, trying all the combinations until you get bored and check the wiki.

And you have a rectangle select for batch selling, but not for batch moving? Why?. Not a good game. Sound track is annoying, reciepes make no sense making the discovery element arbitrary, interface is tedious. Play time is inflated because I afked to get cards (Because I'm a huge nerd).. This game needs more content, perhaps like a missions mode or something. Good concept, poorly executed.. I agree with others that the game is too short for the price. I understand that the design choice was to allow each play through to be around an hour, focusing on replayability. My disapointment was after the first play through I found myself doing the same thing over and over again.

Pros

- It's an automation game
- Interesting Non-Grid\Non-Tiled approach
- Mod Support, but not really integrated into the game itself.

• Humor  
Cons

- No Tutorial or information on how an object functions
- Very short production chains (I believe the max uses 5 items)
- Very simple production chains (Combine 1 or Combine 2 items)
- Very little replayability. No randomness... (outside of one unlocked machine each new game+) Everything is the same, No Events, No Quests( Random Orders)
- Only supports Just In Time Manufacturing, All machines are either on or off. If you get backed up, you stop your production chain by moving parts out of the way.

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- Only 10 Achievements. Again for a game about replayability this seems counter.
  - Sound is painful, I had to turn mine off.
  - Automation is limited, simple, repeditive nothing like Factorio or FortressCraft Evolved.
  - As of 10/8/2015 The developer says he might be adding more content, but that players can mod easy.  
<http://forums.8bitmmo.net/index.php?topic/7935-are-there-any-plans-to-continue-work-in-this-game/>

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Not a good game. Sound track is annoying, recipes make no sense making the discovery element arbitrary, interface is tedious. Play time is inflated because I asked to get cards (Because I'm a huge nerd).. I bought the game based on several positive reviews.

Level 1 feels like a tutorial for the rest of the game... then Level 2 starts and you realize that it's the exact same thing with two additions:

1. A thing you can buy to boost a stat that as far as I can tell has no effect on the game
2. one extra item you can use to... I don't know... have more stuff on the screen?

Combine this with the music loop you can't turn off and the sound effects which are funny once but not the roughly eight thousand times you hear "That's your opinion man!" to clear an objective and it just makes the game not worth your time or money.

I made it to 1.5 hours before I requested a refund and maybe I missed the button in the options labeled "make game fun" but I couldn't find anything here. It's not even that the game is terrible, it's just mediocre.. its forgettable; so much so that I suspect the glowing reviews are not legitimate.. Way too short and boring for the price tag. I beat the game in little under an hour and there isn't much to do after unlocking potato stuff. Just spam Putin's Gym Shorts until you get all the money then forget about the game. It feels more like an early beta rather than something that's supposed to be released already. I view it as full release -- the game is intended so you can beat it in an hour. However, you can mod in your stuff pretty easily, and I might be releasing some additional content myself as well. -RobbyZ on the 8bitmmo forums. Also the fact that he brainwashed the 8bitmmo players to review positively.. Pretty shallow. I was wishing there were more depth like spacechem, but there's only two types of "combiner engines" and it quickly turns into doodle god with memes, trying all the combinations until you get bored and check the wiki.

And you have a rectangle select for batch selling, but not for batch moving? Why?. A few hours worth of game play.... Would not recommend. Play factorio for the same price, and a full actually game. I'm talking 80+ hours for a game of factorio vs a few hours for this game...

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