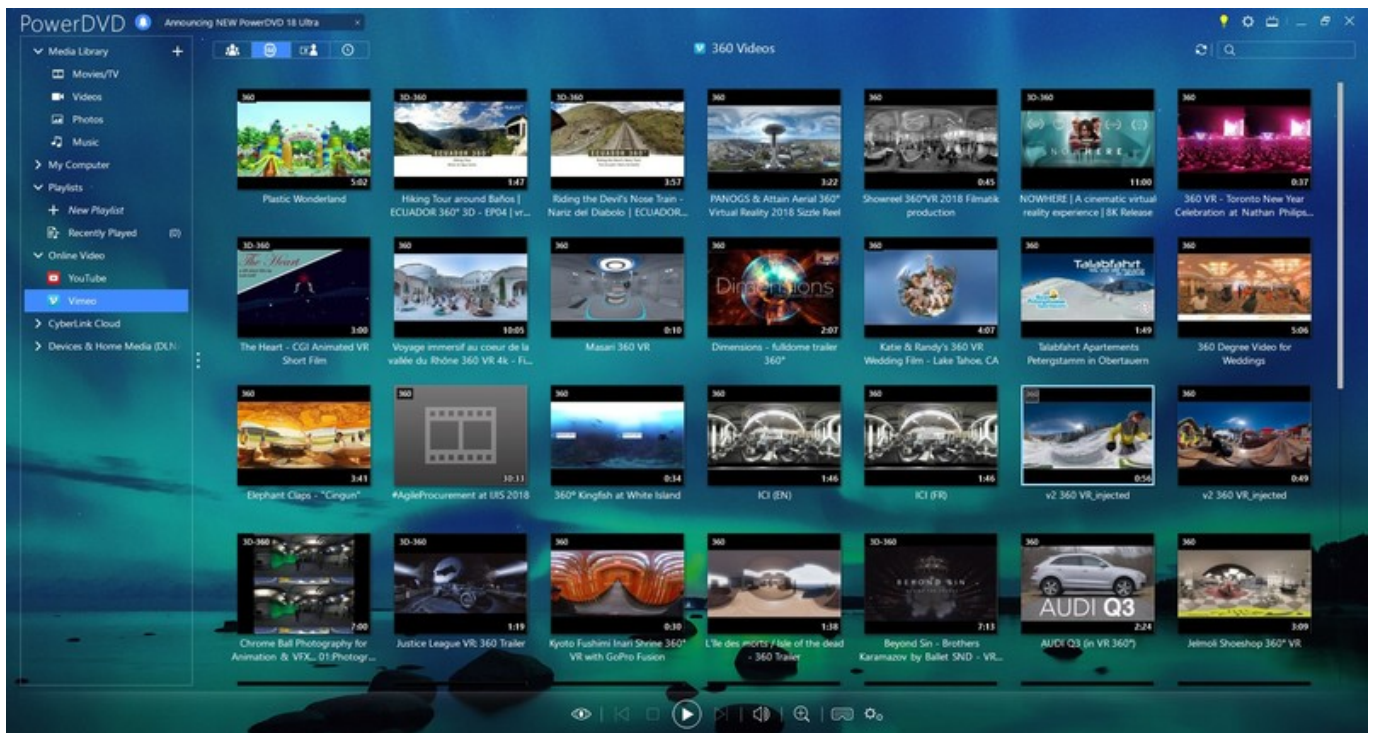

Rail Cargo Simulator Download 10 Mb



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About This Game

As the head of a marshalling yard you are aiming, according to the single, specified tasks, at coordinating the goods traffic with the available shunting locomotives and by using the hump yards in the most efficient way. In the career mode you start working in a small marshalling yard. By and by, due to your efforts, you work your way up to bigger marshalling yards. A level is considered to be solved, if the trains have been arranged correctly. But be careful, unpredictable events always affect the current happenings, such as:

- Important standard orders that have to be completed immediately
- Problems with the waggons such as axle or fire damages
- Defects of railway tracks
- Weather conditions that influence the visibility and therefore the work flow

Features

- Completely detailed scenery in 3D graphics
- In total 100 levels are waiting for the player

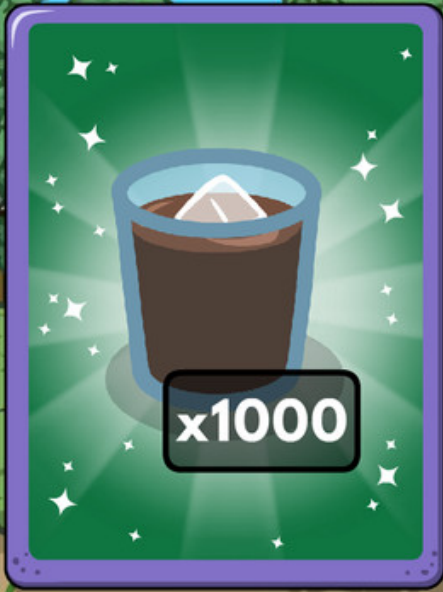
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- Gradually increasing levels of difficulty
 - Weather effects, day / night shift
 - Free choice of the mission, once you have accomplished all tasks
 - Intuitive control via keyboard and mouse

Title: Rail Cargo Simulator
Genre: Casual, Simulation
Developer:
United Independent Entertainment GmbH
Publisher:
United Independent Entertainment GmbH
Release Date: 7 Jun, 2016

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English,French,Italian,German,Dutch,Polish,Hungarian

RICKY'S GARBAGE BAG





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Despite the lack of proper UI, this game is ADDICTIVE and FUN as hell! Controls are simple, yet the game has a lot of depth, which you uncover as you keep playing. What's best is that there are no statistics like speed, stamina, shooting, or what have you. It's all about your SKILL!

Game provides several control schemes: mouse only, mouse + keyboard, and controller only. My favorite is mouse only. It's very well done! It solves the traditional problem of keyboard control -- being able to run only in 8 directions. Mouse control gives you full precision of your passes, shots, and movement.

You will occasionally meet a griefer, but overall the community is nice. I highly recommend playing with as few players as possible to maximize your time on the ball; you will need some practice to become a respectable footballer. I had some sick 3v3s and 4v4s last night! Boy what is fun!

With the addition of tutorial in the last version, it's now easy to pick up basic controls and concepts. The dev seems to be churning out updates constantly. That's always a good sign!

HIGHLY RECOMMENDED. Demo Version or Part 1: Easy breezy adventure puzzle game. Pleasant to play.. As a golf game, this kinda blows. As a game where you ♥♥♥♥ around shooting at coins and crates and stuff, it's not that bad. I can't really stand to put more than 20 minutes at a time into this game though.. Pretty good game.. FINALLY A GAME WITH POTENTIAL!!!. UPDATE:

Does not look like its being worked on at all anymore, so dont bother. When the Dev works on it more, then I'll update this. Not until then though.

Early Access Review:

Rough around the edges with work that needs to be done, but keep in mind this is early access, so that is to be expected. In general, YES, I would recommend this to others IF YOU ARE WILLING TO GIVE FEEDBACK.

If you are looking for a fully created game, then come back in a few months. It does a lot of cool things and hints at even cooler stuff, so if you want to have a say in what you want this game to look like, then buy it now.

Pros:

-Involved Developer:

This is a developer that genuinely wants to make a good game. They actively seek responses from their audience and are very engaging. Based on my interacting with them, I have a great deal of hope they will make good on their promises.

-Unique Management system:

I have never seen something anything like the game building mechanics before and it is really exciting to figure out. You build each little element of the game you are developing: genre, music, subplots, character, monsters, and more. Being able to name each element also gets your imagination working. I got attached to the itty bitty tiny platformer that was my first game. A little confusing at first, but I will give it a passing grade based on how unique it is. There is a tutorial in the works that will hopefully clear up some of the confusion. There is still a lot of work to be done, but the developer has stated that fact.

-Cute Art:

Maybe a little basic, but it's cute and the girls ARE NOT bad walking stereotypes.

Cons:

-Unfinished:

What do you expect from an early access game?

-Blandish story:

So far it hints at a fascinating larger story arc and something I would love to explore, but as of right now its mostly a management game with a few lines of dialogue here and there, which is fine, but in a VN like format, they need to give us a story to care about.

-Character development:

They are cute and hint at having really interesting personalities, but all seem a little bland because of how little you interact with them. Also... all of the team are girls and you are a guy. This is not a bad thing, but if they aren't careful then they could be dealing with a bad harem trope style game.

-Lunch Time and Shopping:

Unless you have played it at the state the game is in now, you wont really understand just how underwhelming this is. This is something that needs a lot of work, I want to be able to buy cool things and software and gifts and visit with my friends\dev team, but I can't really. I WANT THIS SO BADLY!!!

A nice little throwback from the old school style of gameplay; there isn't that much actual game content, but it doesn't cost much either; bang for buck, this game is not a ripoff.. A great time waster / casual game where you can compare your progress and skills to those of your friends.

Polished, fun and addictive, great for whiling away 20 minutes here and there.. Great HumbleBundle monthly debut. The game is a mix of Super Meatboy and Downwell so if you like those type of platformers you will love this game. Nice work developers and keep up the good work.. What could have been a really engaging story, with decent puzzles to keep the player engaged and provide a sense of participation/accomplishment, is unfortunately let down rather badly by poor game mechanics and puzzle choices. It is generally not possible to progress from an area until you have discovered every single clue there is, which is fair, but in that case those clues should be easier to find (with the difficulty resting on the subsequent puzzles and deductions). What this game does is leave the player furiously scrabbling for walkthroughs, or in my case, several walkthroughs, to find the answers to puzzles that are not just hard, but outright nonsensical. In one case, every walkthrough I have found simply gave up and brute-forced the answer through repeat tries.

Unfortunately this all culminated in a stealth scene that, if failed, fails the entire game (which is a bit steep for a game without autosaves, didn't I mention? SAVE OFTEN!). Maybe it was the conversion to newer systems with expanded graphics, but character movements glitch through, over and behind objects, and this seems to have disrupted the mechanics of that scene, making it impossible to succeed, even when following walkthroughs to the letter. As such, the game was unplayable beyond that point, which I am told is about halfway through.

So unless you see indications that these problems have been fixed, save yourself the expense... and the pain of an endlessly looping soundtrack as Holmes combs every square inch of every level with his magnifying glass, seeking THAT one final clue.

Elementary, my dear Watson. Don't buy it!. Linear, not worth 20 dollars, not story driven. It should be free. Nothing like the original game...watch a youtube video first to see if it's your thing. Loved Prey, despised this.. Basic game and no strategy needed if you just spam spiders, but somehow I ended up playing through it in one sitting so I guess it's ok?. The best just got better.. Arkanoid to the next level, funny, enjoyable, and unique.. Completely different feeling from the first Chapter, but equally as scary, if not more. In this one, you're visiting a patient in an asylum who has been inhabited by an evil entity. Everything is pretty normal- investigate, discover artifact (if you can), read about the patient.... and then things go batsh** crazy. I took a break midway through because it was I was physically shaking. This is horror. Fantastic.

Got this as part of the bundle, but for \$4.99 absolutely worth it.

CAN NOT WAIT FOR CHAPTER 3. Hurry up Devs!!!!

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