
Production Line : Car Factory Simulation Download]

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About This Game

Production line is the new car factory management/simulation/tycoon game that pushes your organisational and entrepreneurship skills to the limit. Can you build the ultimate

Title: Production Line : Car factory simulation
Genre: Indie, Simulation, Strategy
Developer:
Positech Games
Publisher:
Positech Games
Release Date: 7 Mar, 2019

Minimum:

OS: Windows 7,8,10

Processor: intel i5 1.6GHZ

Memory: 4 GB RAM

Graphics:

English,German,French,Italian,Portuguese,Czech,Dutch,Polish

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Production line is a massive disappointment, and it's not managed to keep my attention at all, which is a pity because I enjoyed Big Pharma. Broadly speaking, the reason why is that it's mostly the same game with a re-skin - there is very little novelty, or additional complexity. Achieving efficiency is very simple math - work out how many units are going to be produced in an hour by any given workstation, and then match that to next workstation(s) to ensure minimal down time. That's it. That's 95% of the game. Research and product development are deeply unsatisfying - set up a research queue to add features (which are only represented as a line of text) to push up the value-per-unit of your vehicles. There's no design or customization process, and no cost/benefit mechanic beyond having a small range of vehicles that fit within the handful of price categories. The whole experience is distant, soulless, and shallow. It represents a total lack of growth from the studio, and honestly? If it didn't take longer than the 2 hour refund window to learn that the game doesn't get any more interesting or complex, I'd have asked for a refund. The ONLY way I could recommend this is if you haven't played Big Pharma, and actually have a preference in theme that leans towards cars. Because it's not bad. It's just in no way new.. Has paid dlc one month after the game comes out. Game itself is quite basic, balance is all over the place.. I love it, I suggest it but I would like to see more car types. tl;dr: It does not feel ready. I bought this game while it was in early access, it was a bit rough at that time. Now that it had it's official release, I decided to give it another try: Yes there is somewhat more content, but it still does not play like a finished game. Some examples: Placing and changing conveyor belts is a common task, yet it behaves buggy sometimes and there is no way to rotate a placed piece of belt, other then removing it and placing a new one. While dragging a resource conveyor line, it even displays normal conveyors, which is confusing. Some of the tab names in the menus have colons at the end, while others don't. Someone should have seen this while testing! There are some tutorial messages which pop up from time to time. They are displayed in the corner of the screen, while being modal (means blocking interaction with the rest of the game). This leads to awkward moments, where I don't see them pop up while trying to build something and wondering, why it does not work. There is an advisory system, which will give hints to get the optimal price, though it changes it's opinion to often: "your cars are to expensive" then "no you cars are to cheep". There is a huge research tree, but it is often not clear what the options cause. I often had researched some option, and did not find it in any assembly machine, only to find out later, that I need to research a new assembly machine to be able to use this option. I would like to like this game, but it feels unfinished to me. In the current state, I can not recommend it.. This has possible potential, but right now its kinda boring. I've played it a little while but after that i could see that it lacked a reason to come back and play it again. It was boring. BUT im not saying it is a Bad game, it's just wiser to wait and see what happens later. Maybe a huge rework, an end goal so you have something to acheive, which is what it lacks right now. If you like this type of game, without the cars and lack of 'Gameplay', i would recommend Factorio.. Absolutely loved it! It took me about 45 hours to complete all the achievements and I thoroughly enjoyed every minute of it. It's a brilliant game all about maximising efficiency and profits at every angle and it simulates the financial aspects of costs and sales really well.. This is basically the unfun version of the board game Factory Fun. It is fundamentally not satisfying to optimize the production in this game because 1) the ratios of times needed by the machines are all arbitrary decimal numbers that: 2) changes depending on upgrades and number of features to be put on. You simply cannot achieve the enjoyment of a perfectly streamlined production line like in Factorio or the new game Satisfactory. I invested 1.9 hours and it has not convinced me to keep the purchase.. boy u gonna love it. It's less of a "build & design", more of an "optimise" type of game. Your task is to optimise very simple steps. It's a rather simple concept. Everything in the game is about this; the cars are just a means to represent it, sadly. It may keep you entertained for a while, but to me it does not look like much. If you want a build/desing/optimise challenge, there's Factorio. If you want to build cars, look at Automation.

Stygian: Reign of the Old Ones Meet us at PAX South 2019! : Hi everyone, we will be present at PAX South 2019 with the latest demo of Stygian! It would be our pleasure if we could meet some of you there to chat and showcase you the game! We will be at booth #10220! Looking forward to seeing you there. Steam Demo is Now Live! : You can now download Stygian and join the cast of our desperate souls that are forsaken to walk the streets of the doom-struck Arkham! All you need to do is pressing a mysteriously enchanting blue button written "Download Demo" on it from the store page.

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