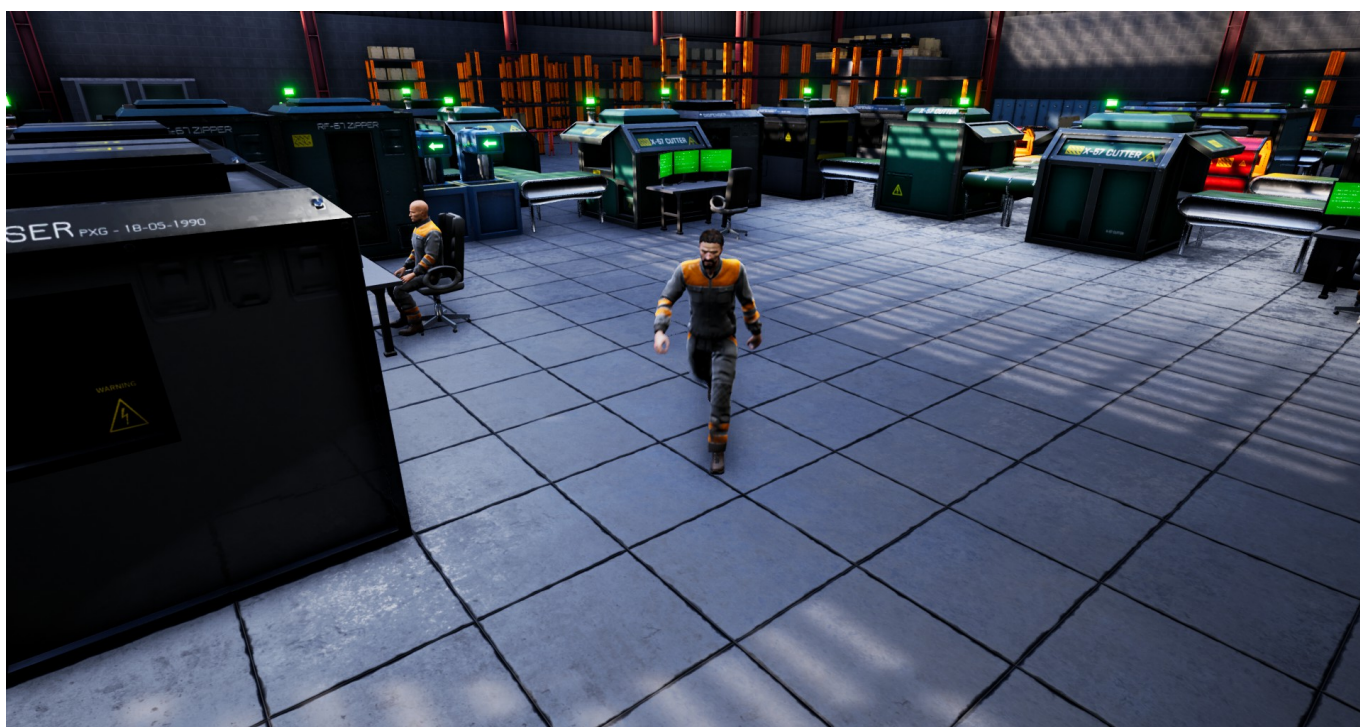

Gunsmith Download For Pc



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About This Game



PLAYTEST FEEDBACK;

"This is going down in top 10 indie games of the year if i have anything to say about it."

"This is an absolute blast of a game."

"A fun mix of management and production games with great looking graphics."

"It's the best game I've ever seen."

"I just have to say It's just an amazing Perfect Tycoon Game, it can go in different game categories easily and win awards."

"This is going to be awesome when its released as already I am hooked great work guys!"

"At first i was like...What's this game? I tried it out, and instantly fell in love with it. Can't wait to see how it progresses later on in development"

"This game looks absolutely incredible I can literally feel meh blood pumping for a play"

"I'm really enjoying the game so far, can't wait to see what you guys have yet to show us!"

"This game is great. I could see myself spending a lot of hours in this."

Gunsmith is a industrial management experience where you start your own arms manufacturing company. You begin by picking a small empty factory that you want to start your journey in.

From here you apply and acquire licences to begin making your first military grade items. You will build up your factory by unlocking machines and technologies. At the start you will have very little and the government will not allow you to produce more serious items until your reputation has grown. With what you are allowed to do however, you can start to produce some products.

You will start of by being able to make small almost harmless things such as combat boots, combat trousers, combat vests with no amour. Once you start to fulfill these orders you will have the opportunity to apply to unlock even more licences to expand your factory and make new and deadlier items. Eventually you will be granted a licence to manufacture armor, then ammunition, then firearms, explosives and the list goes on and on.

This is not the only thing however. You will build up a reputation with your clients from around the globe. They may ask for certain items that might not be technically legal, or they may want to pay you in diamonds, cash or gold. If you choose to do business with such people that's up to you as an arms dealer. They will always offer you a very attractive price as they will be paying for anonymity.

How will you transport the goods? Illegal arms usually travel in illegal ways and this is something you will have to consider depending on whom you chose to do business with.

Gunsmith does not just stop at manufacturing, it continues on into the political sphere, providing you with the opportunity to manipulate global situations, push politicians into certain ways and cause conflicts on the basis of selling more arms to create even more profit. (This is by no means inspired by anything that is currently happening in the world today)

It will be up to you as a Gunsmith to overcome all these challenges and ultimately saturate the market and make as much profit as possible. How you do this will be up to you. 7ad7b8b382

Title: Gunsmith
Genre: Action, Casual, Indie, Simulation, Strategy, Early Access
Developer:
Seacorp Technologies
Publisher:
Seacorp Technologies
Release Date: 25 May, 2018

Minimum:

Requires a 64-bit processor and operating system

OS: 64-bit Windows 7, Windows 8.1, Windows 10

Processor: Intel Core i3-4340 / AMD FX-6300

Memory: 6 GB RAM GB RAM

Graphics: nVidia GeForce GTX 660 2GB / AMD Radeon HD 7850 2GB

DirectX: Version 11

Storage: 5 GB available space

English,Simplified Chinese,Russian







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A fantastic game with a lot of potential! For anyone who are interested in tycoon games, this is a must have. It reminds me of when I used to work in a factory.

Couple of recommendations however:

1. Open up to modding support. You'll be amazed at the influx of new content people will bring and more purchases you'll have.
2. Time Speed Up option.
3. Ability to upgrade factory equipment and train staff for skills, hire for skills and set wages to keep staff satisfied.
4. Ability to save layouts and select/duplicate and move multiple pieces of equipment at once.. I made a name for myself in the black market. I built my company from the ground up, made strong connections, sold my products to the highest bidder, and caused thousand upon thousands of deaths across the globe.....by selling gloves. Yes.

Game is still in pre-alpha. I like it but at the same time, I don't like it. Starts off good, instructions could use some work, scenarios are ok at best. Overall the beginning of the game was slow and repetitive and didn't really offer much overall. Does need a lot of work, but for now, \$20 for this game seems very high. 5-6/10. THE GAME:

This game is awesome, I can zone out for hours on end problem solving and working the market. I enjoy how challenging it can get with a lot to balance and manage at once, like a real factory! I have recommended this game to a few people now and they have all been really annoyed with me.. because of how much time they spend playing it because they're all really enjoying it too.. the asking price may be a little or a lot for some but it's totally worth it given how much time you can spend playing.

THE DEVS:

The Devs of this game are awesome, they are extremely active and helpful in the community discord, they pretty much answer everyone's questions and I don't think i've seen a day go by where I haven't seen them post in discord and appear to be just all round good guys. I look forwards to the future of this game with these devs at the helm.. Twice now all save data has been erased, fun game but really frustrating to lose 10 hours of progress for no visible reason. I recommend the game only if this issue gets fixed. This game looks cool, i like the subject matter, but its missing something.

I was looking for another game like "production line" while taking a break from Factorio and decided to give this game a try.

Simply put, as much as i enjoy factory games, i find it hard to care about selling the stuff i am making..

You are given orders which are strait forward, you make them, and you get rid of it.

No sense of accomplishment, Nothing really changes based on your actions, you put 1+2=3 now get rid of it.

The employees are annoyingly dumb, and the only thing stopping you from walking away is that you need to make sure your repair man does not neglect some random item for too long.

This game is still early access, there obviously still needs to be more additions to the game like financial breakdowns, more variety of items, exc. But in its current state i cannot reccomend this game, nor do i care enough to finish it. After my first secession, i did not care enough to re-launch this game. Back to Factorio.. Glovesmith really scratches the manager itch for me but I will say, as it is in early access, there is a clear lack of content.

If you aren't prepared to wait for updates, I'd err on the side of caution and hold off until there's more to do and the developers prove it isn't just more steam abandonware (at the time of writing, there has not been an update in two months).. Developers do not appear interested in making a finished game, which is too bad, because there is greatness in their premise.. Twice now all save data has been erased, fun game but really frustrating to lose 10 hours of progress for no visible reason. I recommend the game only if this issue gets fixed

Glovesmith really scratches the manager itch for me but I will say, as it is in early access, there is a clear lack of content.

If you aren't prepared to wait for updates, I'd err on the side of caution and hold off until there's more to do and the developers prove it isn't just more steam abandonware (at the time of writing, there has not been an update in two months).. This game is awesome. It's in early access, so it's not perfect as you'd expect. However, it's well developed and supported by the developers. They are quick to respond to bugs and actively working on it. I really recommend this game.. A fantastic game with a lot of potential! For anyone who are interested in tycoon games, this is a must have. It reminds me of when I used to work in a factory.

Couple of recommendations however:

1. Open up to modding support. You\u2019ll be amazed at the influx of new content people will bring and more purchases you\u2019ll have.
2. Time Speed Up option.
3. Ability to upgrade factory equipment and train staff for skills, hire for skills and set wages to keep staff satisfied.
4. Ability to save layouts and select/duplicate and move multiple pieces of equipment at once.. The game looks promising, but needs more work since it is only an early access title.

I refunded this game as I did not have fun with the game at this stage.

I recommend to follow this game and play Factorio, Satisfactory and Infinifactory until Gunsmith is out of EA.

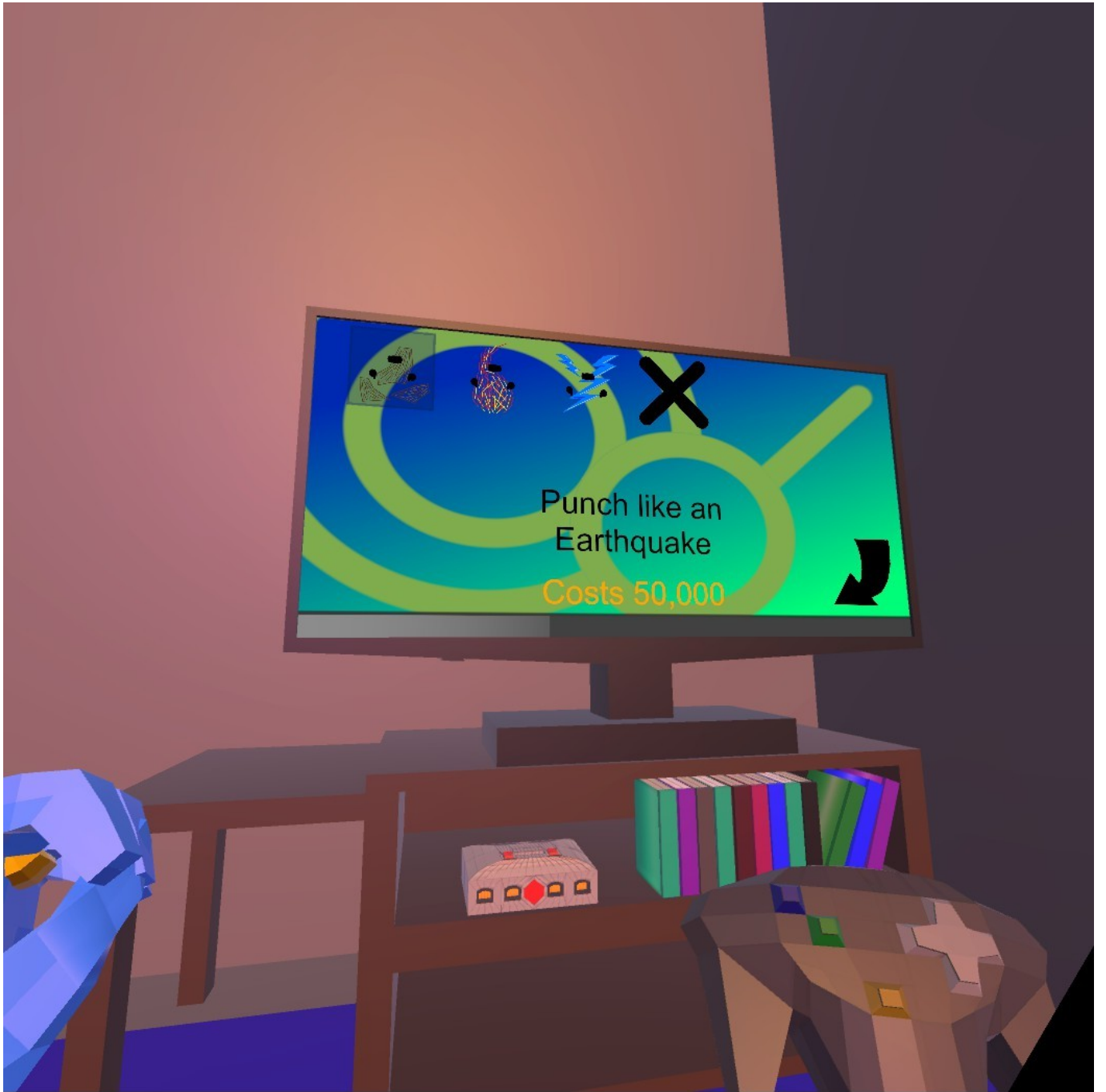
. Too boring and repetitive. Feels more like a cartoon than a game asking to be taken seriously. Despite the recent update, there is still no credible or proper business expansion built into the game apart from build more of the same old, same old machines - even if they do carry out different tasks. You start off making gloves, I mean, come on; Gloves??! The title says "Gunsmith" not Glovesmith. I guarantee 99% of people will be bored stiff with this game within the hour because of the constant repetition. Requires a shed load more development before it becomes a credible game IMHO.

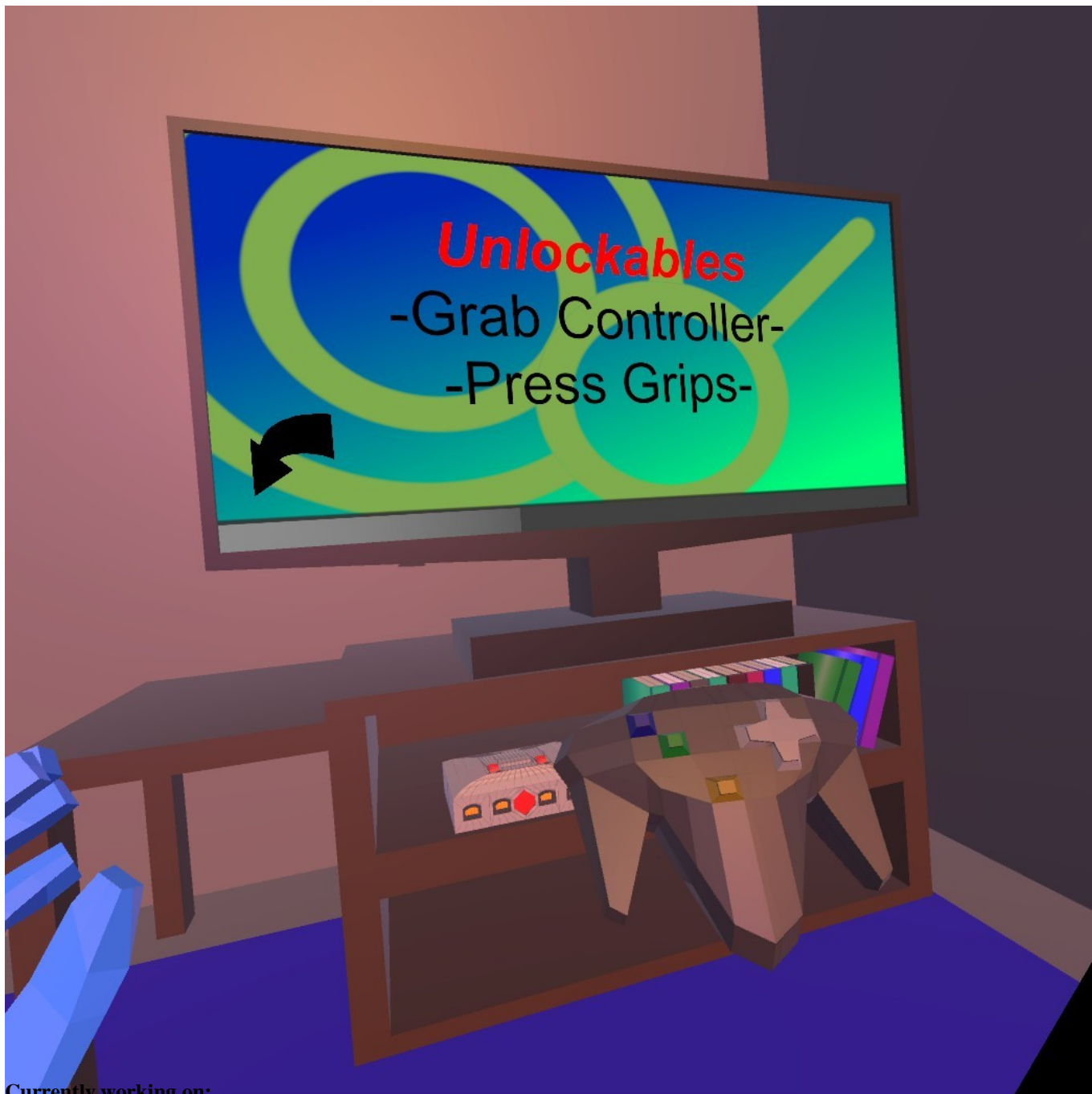
🔪 Johnny Rocket Tiny Mortals VR **Style Update!**:

Hello guys! Check out the latest update which includes:

- Prettier effects, New Explosions, New Fire Effect, New Bullet Effects, New Power Up Effects
- ***New Passive Abilities*** that make punching your enemies much more satisfying! Use the gold you earned slaying enemies at the game console in the living room at the main menu!
- Increased the potency of the Gatling Gun power up by increasing the rate of fire and size of bullets. Pew Pew!
- Also some minor bug fixes.







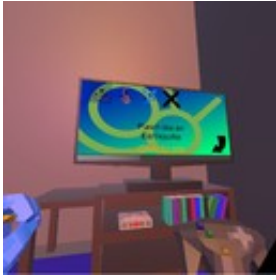
Currently working on:

- New Stage that will take place in a small town which will include **Destructible Buildings** and **Stage Hazards** to toss your foes into!

I intend to enhance the graphics as well so the game doesn't look so simple while still remaining a low poly environment! Let me know what you think!. **Unlockables Update!:**

Hey everyone! This is the first of many updates! I'm currently working on an update including unlockables such as passives for use any time you play without having to buy them each run!

Feel like punching enemies with fire or lightning!?



I got you!

This will also include some bug fixes as well as some cosmetic changes! This update will be available over the next few days or so!

I've got a lot planned and it's so exciting to see things moving along!

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