
Rise Of Industry - Official Soundtrack Xforce



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About This Content

All the original music from tycoon game, Rise of Industry.

16 tracks including one exclusive to the soundtrack that didn't make it into the game.

Track Listing:

- #01 - Rise of Industry - Main Theme - 04:01
- #02 - The First Loan - 06:29
- #03 - Gathering Resources - 07:27
- #04 - Green Graph - 07:36
- #05 - Headquarters - 07:29
- #06 - Zeppelins in The Sky - 08:14
- #07 - Profit, Profit, Profit! - 06:30
- #08 - Logistics - 08:05
- #09 - Clockwork Production - 08:11
- #10 - Assembly Line - 09:55
- #11 - Tight Focus - 09:19
- #12 - Plan and Progress - 06:39

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- #13 - Research & Development - 07:04
 - #14 - Rising Up - 07:49
 - #15 - Money Flow - 06:51
 - #16 - Open For Business - 07:24
 - #17 - A New Day to Thrive - 08:20
 - #18 - Industrial Victory - 04:43
 - #19 - Rise of Halloween - 03:55
 - #20 - Glory Days - 08:43
 - #21 - Industrial Christmas - 05:22
 - #22 - Thumping Machinery - 07:43

Title: Rise of Industry - Official Soundtrack

Genre: Indie, Simulation, Strategy

Developer:

Dapper Penguin Studios

Publisher:

Kasedo Games

Release Date: 4 Sep, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: N/A

Processor: N/A

Memory: N/A MB RAM

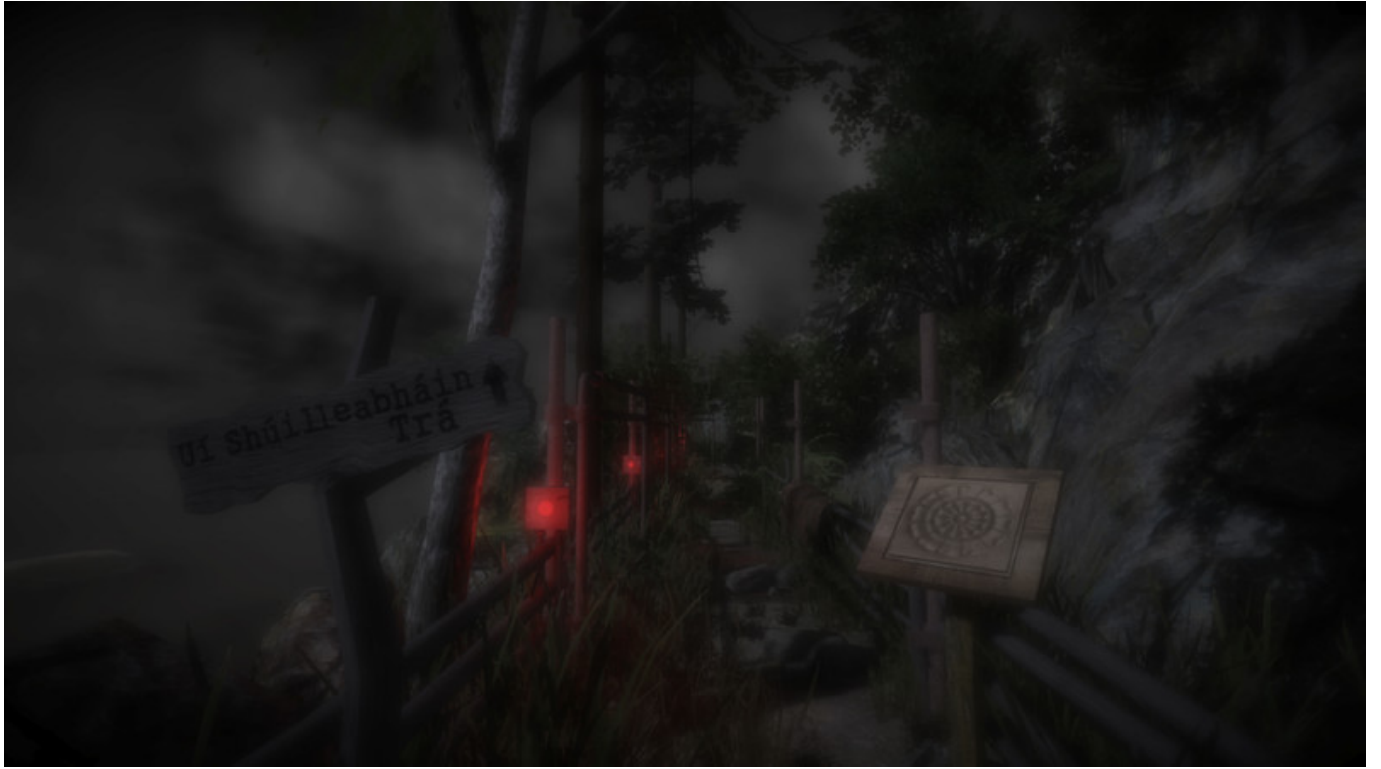
Graphics: N/A

Storage: N/A MB available space

Sound Card: Any

Additional Notes: N/A

English







Pro:

- beautiful graphics
- great soundtrack
- not too hard (most of the time)
- relaxing game for you have all the time in the world to just find the items your looking for
- getting hints is easy + you don't really have to wait to get the second consecutive one. So there is no chance for you to get frustrated.

Really beautiful and relaxing game!

cons:

- sometimes it's actually too easy (Like "Oh I need 10 lightbulbs, well, I've already counted 9 on my way here!")
- very rarely I got cofused for I had an item for an objective and I actually hadn't discovered the objective yet
- It's not always clear what you're supposed to do in the minigames (I'm looking you "knife board")
- Most Minigames are too easy (*waves to the memory minigame*)
- too shooort. It's so pretty and relaxing and it's over in like 3-4 hours.. <https://www.youtube.com/watch?v=cLm3Gpbti04>

[Deathlike Awakening is a fun jump scare game but there isn't much content yet. There are several game breaking bugs at this point. The game is fully playable however which can be difficult to find in some early access titles. I am going to give this a positive review only because there is no in between option and it doesn't quit deserve a negative review. If you are a fan of horror this may be a good game for you to support. If you are looking for a fully polished game with lots of content I would wait to purchase this.. Exactly the same game as Crankies Workshop: Grizzbot Assembly 2 and every other Crankies Workshop title, just with different questions.](#)

[A "Quiz" game with questions asked to you by a robot voiced with a text to speech engine dating back to the 90's. low effort, basic, rather annoying, and despite the kiddie look the questions are very much of an adults intellectual level. At least with this particular title \(at least compared to Grizzbot Assembly 2\) you won't have to be an American to know the answer to half the questions.. I'm getting a return on this game, like constructing a well-put-together production line gives out the success buzz of achievement. I've never play a factorio style game before and I was pleasantly surprise how quickly I got into building bigger, more efficient, more complex and multilevel production lines.](#)

[You start off building and setting up an oxygen and food generator, connecting power and plumbing and really that's all the survival element there is. From there you build into oar extraction and your first production lines and then you start to build up your infrastructure to include tech point's production lines, spaceport, ship and producing materials for the galaxy gateway, a little pre-planning is wise. The last degree is to build your own colony with colonists, so I believe there's an adequate amount of content.](#)

[Some cons, I think mostly on the to-do-list, like the need for more game saves but just minor stuff really. I don't mind EA since the game is playable and to me it means that the developer is still developing and there is a whole lot of room and potential for the developer to explore and expand on.](#)

[In classic mode there's some figuring out of what to do next stuff, like working backwards from the options to find out what you can or should build next.](#)

[The game first person and third person aesthetic makes it easy to mine, construct and produce materials for building capital of your own design. Infrastructure over infrastructure won't suit full on action craving players but maybe a strategist style candidate, if that's you.](#)

[This game differs from usual piece placement type in that there's no auto utilities connection, so you have to build the infrastructure as you go along, thus inspiring your intellect.](#)

[The developers have fostered a contemporary genre and all in all a spiffing "playable" game for this genre type.. I love the game I just wish there was an online feature so I could play with others even if I'm not near them. I felt sad just watching someone play. Amazing game! If you liked Amanita titles like Machinarium, Botanicula or Samorost, don't miss out on this one. In terms](#)

of ideas, style and atmosphere, it's brilliant. It's a rough diamond though, so expect little flaws (controls sometimes feel clunky, not every game mechanic is utilized to full potential), but overall it's a very original and rewarding experience.

Easy pick for "I Thought This Game Was Cool Before It Won An Award" Award!. So far this game is fantastic. The only issue I see so far is the lack of controller support. The gameplay is smooth, the cyberpunk aesthetic is great, the music is reminiscent of Hotline Miami or Ubermosh. I would love to see more from this game, and maybe updates that involve controller support. The price tag is only \$3.99 but can easily be worth more. I'd gladly would've bought it at the Ten-dollar price range. I would also love to see the soundtrack be released for purchase because it's just as good, and playing the game with the music off just doesn't feel the same. The balancing in the game isn't off as well. Each enemy type you see as you progress don't come off as over the top. Nor are they too easy. They are just right and allows the game to be challenging without feeling exhausting. The only time the game really does get frustrated is when you put self imposed challenges on yourself, or you are trying to go for a new item/achievement. Then things start ramping up, but even still it's not so much as it's rage quit frustrating, but adaptive. Adaptive in the sense that the first few tries will have you on your ♥♥♥♥♥ but once that muscle memory kicks in and you have the hang of it you get into a flow and it becomes much easier while still being engaging. Fantastic game so far, can't wait to see more updates in the future 8/10. Braindead Hack'nSlash. Would be a solid 10 if it had controller support

Edit: Minor issue besides controller support, you can't change your key layout. So the controls are static. Which is annoying because they'll be times I forget that Right Click is dash and I get confused because in many games like this it's typically Spacebar. So I'll find myself pressing Space instead of RMB and I just end up getting caught out and dying because of it. SO two things, controller support and editable layout would improve this game highly.

Edit: They added controller support but it is not worth the use until you are able to edit the controls which should be coming in the future

Good :

- Nice concept and storyline (even it have some silly dialogue)
- Worth spending time

Bad:

- concept about 'spell' (I just don't understand why making some -sorry I've already forgot the word- ham for alligator have to be a spell?) just..

BTW ...I spent more than 10 minute for 'What ending is this!'

So... if you are ok with the 'To be continued' ending, just buy it.. I haven't put much game time into Gunslugs 2 yet on Steam, but have played a fair bit on my iPad.

Gunslugs 2 is a great little run and gun that includes a variety of modes and daily challenges. Unlike many similar games, the weapons in the game feel like they are doing some damage which adds to the feel of the game. Couple this with the fact that the game is often played at a frantic pace and you'll find you have a winner on your hands.

The reason I am writing this review so early on into playing the game on Steam is I feel the dev deserves a massive thank you for the work they have done ironing out early bugs in the game. Initially my controls were reversed (as was the case for others), but despite updates sorting out controllers for what felt like everyone else, mine still had the same problem. Orange Pascal kept working on the issue, despite it seemingly only affecting me, and ultimately got to the bottom of it so I can now play the game with my chosen controller. I don't think I can recall a case where a dev would work on a game to please one single customer, and if that is not fantastic customer service then I don't know what is!

In summary, great game, great dev and doesn't cost a lot of money. Why are you reading this review when you should be buying the game!. Simply a beautiful game. At its heart it is very simple and the age engine itself is Imo much easier to learn than some of the Clausewitz games e.g. HOI3. True the tutorial does not explain enough and formulating strategy is the main difficulty and can be very complex in the generally bigger original scenarios. Some of these are quite formidable multi-front affairs (for these its best to look at the AARs on the ageod forum\youtube). Hence I would advice to get most of the dlc, especially BOR, Spartacus and Parthia. These are smaller, easier to manage affairs generally. (Hannibal is great too, but 2nd Punic war is quite big) (Cantabrian wars is hard). The AI can make mistakes e.g. placing its main army in cities that can fall at a stroke to a successfull siege, and other supply stuff, but overall it is pretty capable and can be a worthy adversary\ and can win sometimes.

But what I really enjoy about these strategy games is how much history I have learned from them. Like whether Pompey was right to go to the East and the pros\cons of adapting the corvus boarding devise to the Quinquereme ship. I also love the alternative history (but based on facts) Caesar's revenge scenario against Parthia (easy Roman whitewash :). I cannot emphasise how much it has taught me and makes me want to read more. In summary a true Roman game for true Romans :). Excellent if a little short, but well worth it if you like hidden object games and puzzles. I found the characters enchanting and was pleased to progress to the sequel (which I was not disappointed by).. i got this mod and then the next day nhc mod wasnt working. ive uninstalled and reinstalled the full game 3 times now nothing works. :(if anyone knows how to fixx this please tell me. While I appreciated and enjoyed the 3D isometric platforming aspect of the game (which was admittedly the majority of the game), it's dragged down horribly by an utterly one-dimensional, boring, repetitive RPG-type combat system, as well as an uninspired storyline chock full of sci-fi clich\u00e9s. While I was able to look past its flaws enough to finish a playthrough of the game, in hindsight, as a whole, it's not a game I would recommend.. I really like it.. didn't work. Bought this game back when it cost something. Server always ran badly and the only active players were PvPers. The game itself is really bad but if you can endure the bad gameplay you'll be entertained for a few hours maybe. The developer started a new game, turned off the servers and made this one free with local servers. I will never purchase from this developer again.. Not nearly enough to do...

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