
Gunsmith Activation Code [crack]



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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 armour. 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.

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

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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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Pretty good game, although with whatever update that went on, my file seems to think its a demo now, when I BOUGHT the actual game and have already played through the whole Mafia route already.

0V10. What did you do to the game to screw it up so bad? Now it doesn't even close properly. It freezes my whole computer and I have to restart.

Unfortunately, until the bugs are fixed, I can't recommend it. It's not playable the way it is, for me at least.. If you liked Escape Goat, you'll like this too.

You complete puzzle levels, that give you credit (30 credit / level) that you can use to unlock naughty pictures in the library. The puzzles are well thought out, and fun. You'll die a lot, but you respawn fast enough. You can also use the credit to skip levels that are too hard (200 credit). You can grind credits by completing early levels in different save slots, but you probably shouldn't do that.. It's kind of like a minigame-driven VN with a board game vibe. A one-of-a-kind game though, very unique and lots of fun.. Looks and feels oldschool but has many flaws, I did not get into it because it lacks polish and music. Could call this a 2 dimensional descent tho you can jump.. i couldn't get pass " enter a name" it doesn't matter what i enter as a name it might be "dsadbias" or whatever and it doesn't matter cause nothing happens upon clicking the stupid "yes" button

Very basic dungeon crawler with a fleeing mechanic where you take damage when moving away from an enemy. It turns all combat into clicking on your characters when their cool down is over as you can't move around in combat. All enemies are basically the same, everything is simple melee combat. There are only a few actual puzzles in the game which tend to revolve around guessing the right direction to flip a group of switches. Every other level or so your character will get a new skill from leveling up but you get no information as to what the skill does past it's name. The classes without spells to cast (most of them) have no use for a mana bar as there are no activatable skills. The resurrection mechanic is a bit of a hassle and you'll often find yourself having to go back to a previous floor to get to the revive point, lots of needless walking.

All in all I found it way too lackluster on all levels. There wasn't a single thing in the game that I found to be above a mediocre level. If you're really hurting for a dungeon crawler try something else before this one.. On one hand this has art and music and **works**. On the other it's rock, paper, scissors.

Watch video for full thoughts, thanks!

https://www.youtube.com/watch?v=FsmM_8o2DiE. Magical girl v2v20. A very lovely little story, one that brings as many aches as it does smiles. I'm pleased to see that it ends in a satisfactory way for the most part.. This is one of those games where if you know what you're getting into, and you're a fan of adventure hack'n'slash, you'll enjoy your time with it. Honestly, though, this should be a \$15 game for the length and level of polish. Not to say that it isn't good, i actually find it very endearing with the art style and mechanics, but a few things could have been better.

Combat isn't actually bad, as it's deliberate, just in need of a bit more attack diversity (i explain further in). People complaining about it not feeling right don't seem to be approaching it the proper way. It's more Dark Souls than it is Zelda, at least in terms of feel. I DO feel a Lock On function should at least be an option (easy mode? maybe?) for a Zelda playstyle.

The heavy attacks should be tweaked a bit more, dealing way more damage. As it stands, it doesn't make much difference if you manage to land one, so you can technically get by using it just to guard break

Spear throwing, for how fast everything is happening, should lock on a bit faster, giving priority to flying enemies. Even when you play strategically and place yourself outside of a cluster, aiming for the one flying enemy tends to take too long and the mob encircles you again.

I loved the look and style of the game, it really feels unique, and it's refreshing to see more games take on the folklore of other cultures. I hope the developers produce a sequel or a spiritual sequel, with more far reaching game play concepts.

P.S. I love spear users in games, and it's frustrating that there aren't more games that utilize the weapon more. So this also gave it an extra boost in my review.. Cars are different and fun to work on, changes up the game a bit.. Runs perfect if installed correctly with GOG GALAXY + you get free bonus games. Steam using fake reviews for this broken version.

<https://steamcommunity.com/games/593110/announcements/detail/1808664240333155775>. love the game so far. keep up the great work guys.. I think it needs a few adjustments when it comes to keyboard controls. But that aside it has the potential become a true gem!. very great game!. nice and simple

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!. ☺ Johnny Rocket Tiny Mortals VR **Style Update!**:

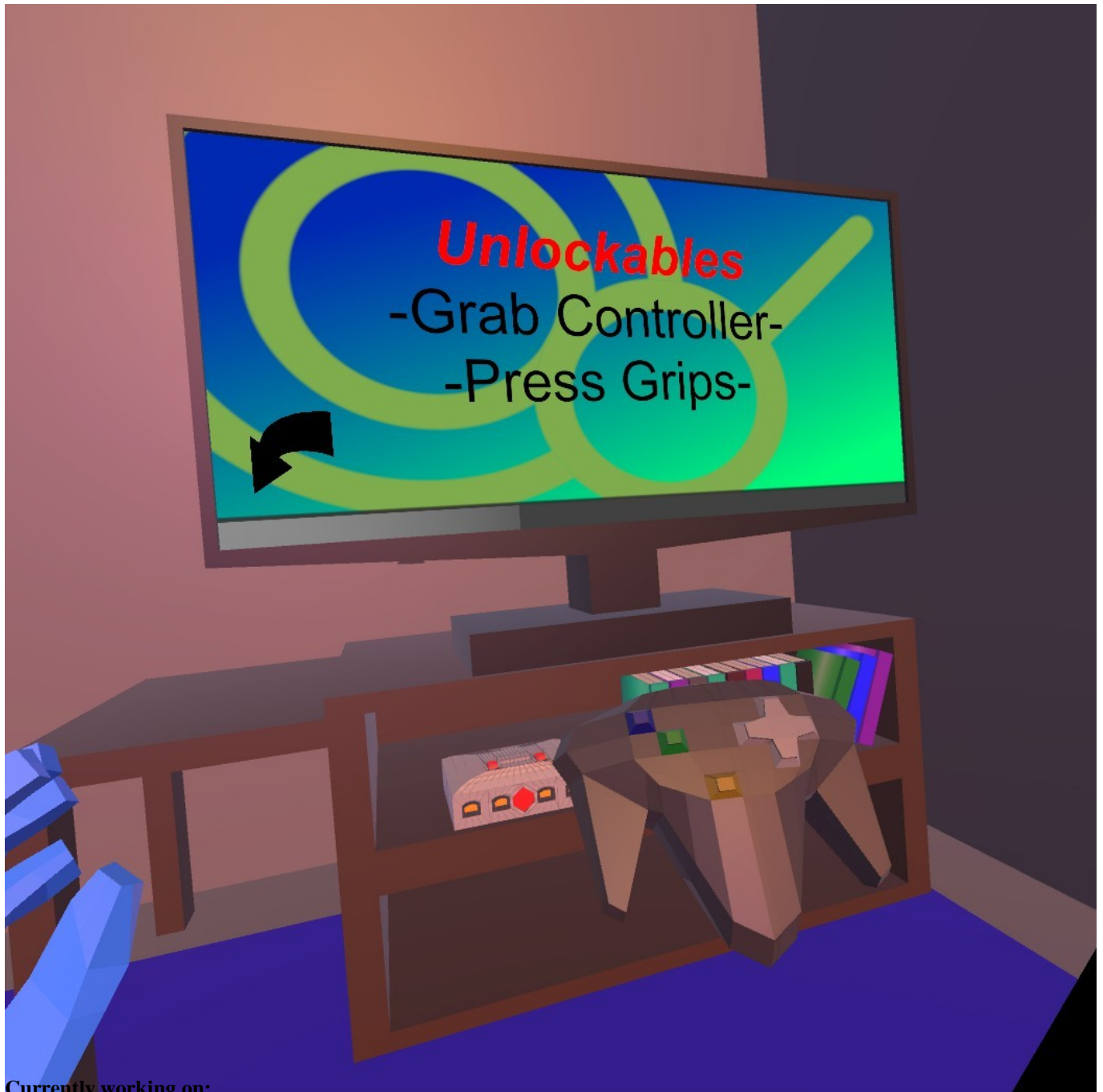
Hello guys! Check out the latest update which includes:

- 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!

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