Road Works Cracked Download

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About This Game

Road Works is a new take on the Strategy game genre by indie game developer TaxSoft, inspired by classic City Builder and Business Tycoon video games. You are given a set of factories and are put in charge of maximizing its profits through the construction of carefully planned road networks and making the right factory management choices.

In contrast to other tycoon games, you have no money or time restrictions. You just adjust the settings of your factories and build as many roads as you wish. When you think you are finished you compute your income using the built-in simulator function. The simulator computes the average income you are making. If your income is above the goal income, you win, otherwise you adjust your design until you reach the goal income. This means that Road Works is in a sense a puzzle game where you are on a quest to find the optimal design of a given industry.

Features:

- Choose the optimal road type out of up to 10 different types of road in any given transportation situation.

- Manage 33 different types of factories from farms to mechatronics by specifying attributes such as the amount of workers and workload.

- Help evolve nearby towns by providing them with resources, allowing you to have access to a larger workforce.

- Play through 20 campaign levels where you will have to save a struggling oil company from going bankrupt or play any of the 10 additional custom maps of varying difficulty.

- Make your own custom maps using the Road Works Editor.

- Enhanced gameplay with an immersive soundtrack containing over 30 minutes of blues, jazz and funk and numerous sound effects.

Title: Road Works
Genre: Casual, Indie, Simulation, Strategy
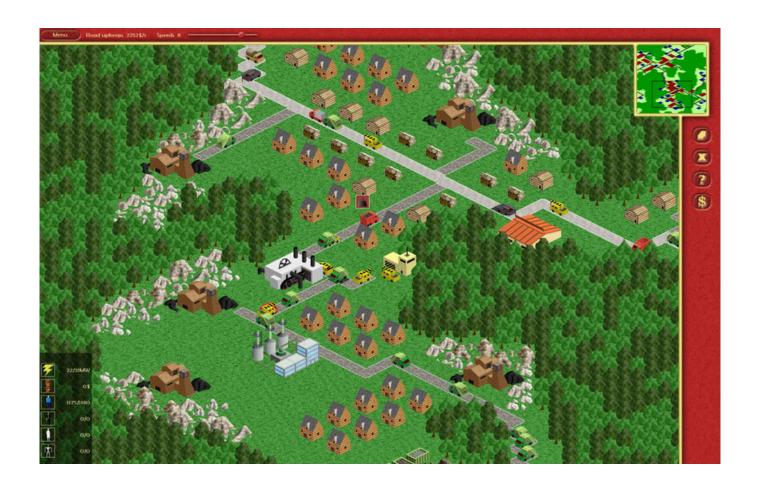Developer:
TaxSoft
Publisher:
TaxSoft
Release Date: 15 Feb, 2014

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English

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i find the tutorial is not enough but looks a fun game if i knew what i was doing. Forget about all the negative reviews complaining about the game's inaccessibility, and read these step-by-step instructions instead. Other buildings turning black when selecting a building is a feature, see link above. However, black font on dark background seems to be an individual technical problem, for me the font is yellow-white and well readable.

This game is inspired by Transport Tycoon, but it isn't Transport Tycoon. It's more of a puzzle game than an economy simulation. There are predesigned levels with increasing size and complexity and a specific profit target. You have to create a road network consisting of different road types to connect the industry. Then you redistribute the limited workforce to optimize production. Houses need to be supplied with various goods, so they can get bigger and have place for more workers. This part works similar to the Anno series. The products not needed by houses have to be brought to export stations to make money. You don't have to buy anything, all that matters is the difference between income per second and upkeep per second.

The music is surprisingly good for that price range. Apropos price, it seems a bit too high compared to similar games on Steam, but the devs need to eat. If this game won't pay off they can't make any more games, so I see the money more as backing of a startup dev team.. Terrible game. Buggy ui, tutorial doesn't tell you anything useful and the gameplay is beyond boring. Insanely one dimentional with no content. How did this even get through greenlight?

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