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## 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.

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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.

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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

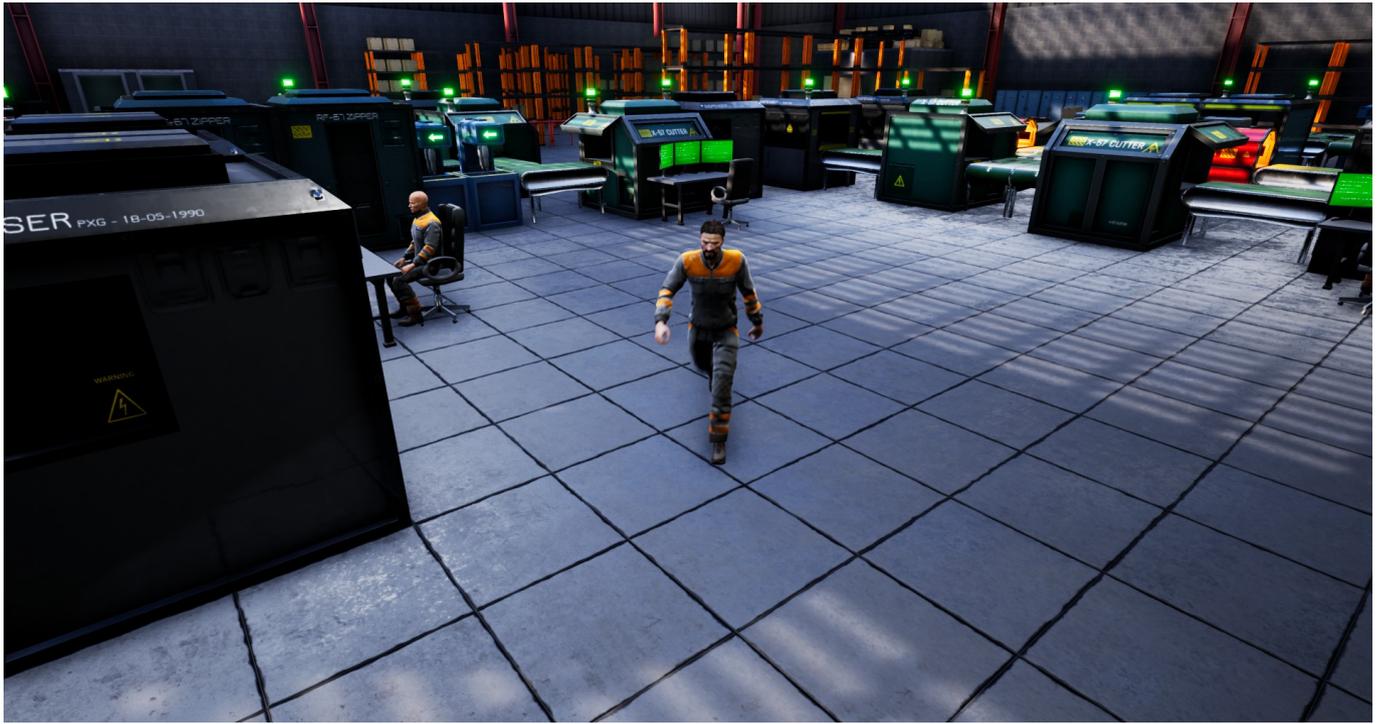
**DirectX:** Version 11

**Storage:** 5 GB available space

English,Simplified Chinese,Russian







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gunsmith everett wa. gunsmith definition. gunsmith cats. gunsmith basement. gunsmith bros. gunsmith engram. gunsmith education. gunsmith destiny 2. gunsmith equipment. gunsmith idaho falls. gunsmith artificer. gunsmith part 3. gunsmith ffl. gunsmith hammer. gunsmith directory. gunsmith files. gunsmith game wiki. gunsmith devotion robes. gunsmith denver. gunsmith grand rapids. gunsmith fort myers. gunsmith part 4. gunsmith near me. gunsmith part 2. gunsmith fargo. gunsmith fallout 76. gunsmith dayton ohio. gunsmith fresno. gunsmith game guide. gunsmith hamilton. gunsmith cats kickstarter. gunsmith average salary. gunsmith gungeon. gunsmith course. gunsmith history. gunsmith edmonton. gunsmith degree. gunsmith facts. gunsmith part 1. gunsmith eft. gunsmith game. gunsmith insurance. gunsmith dvl. gunsmith colonial times. gunsmith brisbane. gunsmith fairbanks. gunsmith greensboro nc. gunsmith cats characters. gunsmith cats manga. gunsmith books. gunsmith jobs near me. gunsmith extended. gunsmith at large. gunsmith erie pa. gunsmith annual salary. gunsmith job description. gunsmith jobs. gunsmith gold coast. gunsmith canada. gunsmith boise. gunsmith halifax. gunsmith apprenticeship. gunsmith bullet trap. gunsmith forum. gunsmith el paso tx. gunsmith in rhodes. gunsmith anime. gunsmith adelaide. gunsmith gameplay. gunsmith in spanish. gunsmith in my area. gunsmith auckland. gunsmith in colonial times. gunsmith bench block. gunsmith jacksonville fl. gunsmith ireland. gunsmith bench. gunsmith houston texas. gunsmith guide. gunsmith huntington beach. gunsmith alberta. gunsmith des moines. gunsmith houston. gunsmith in arkansas

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 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.

. 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. Scratches the management itch well though if you're not one to be along for the ride of updates, wait for release as it is still alpha release.. 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.

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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 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.

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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.. 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.

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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.. The game looks promising, but needs more work since it is only an early access title.

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. 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.. This game looks cool, i like the subject matter, but its missing something.

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

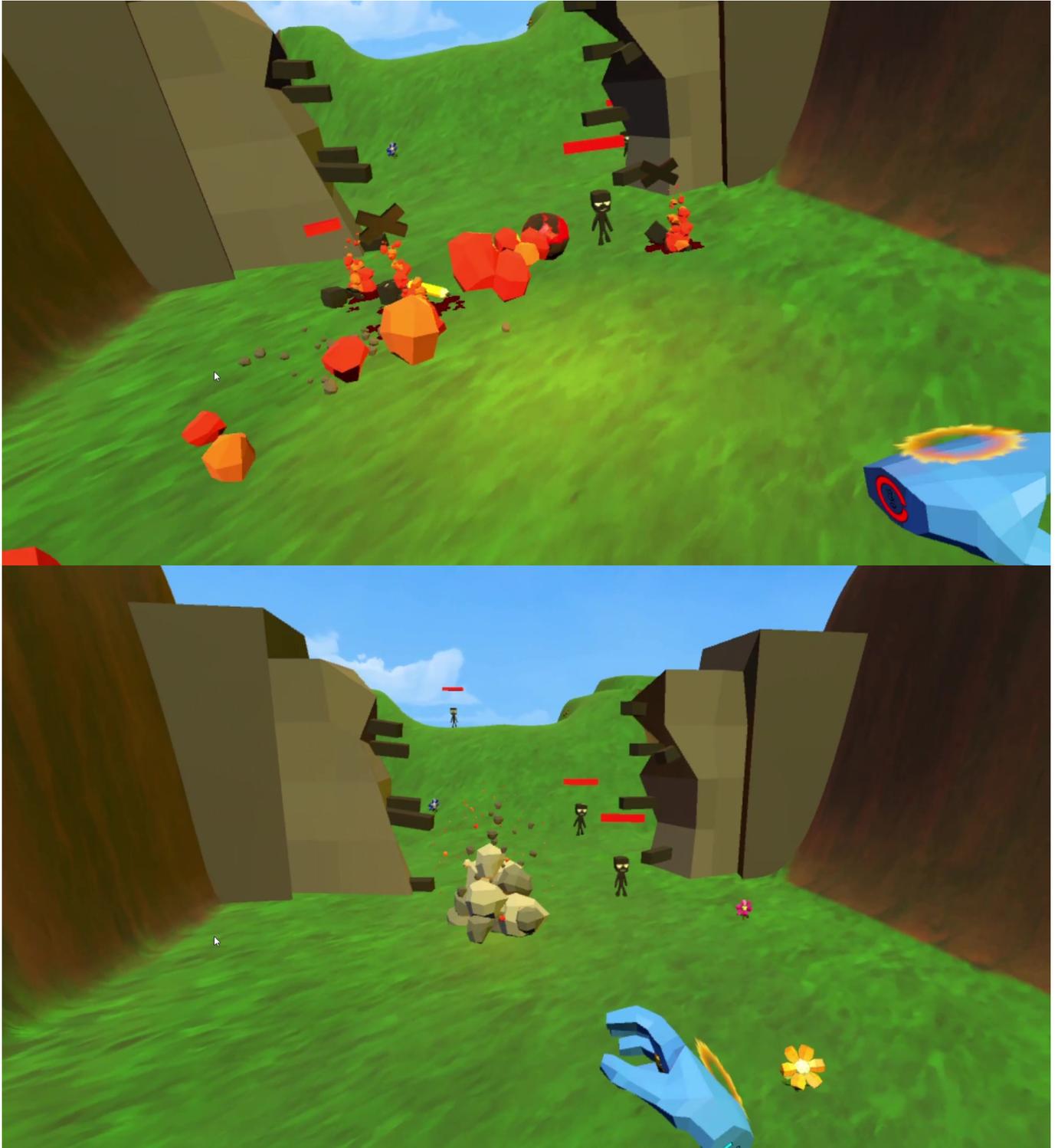
**Hello guys!** Check out the latest update which includes:

- 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

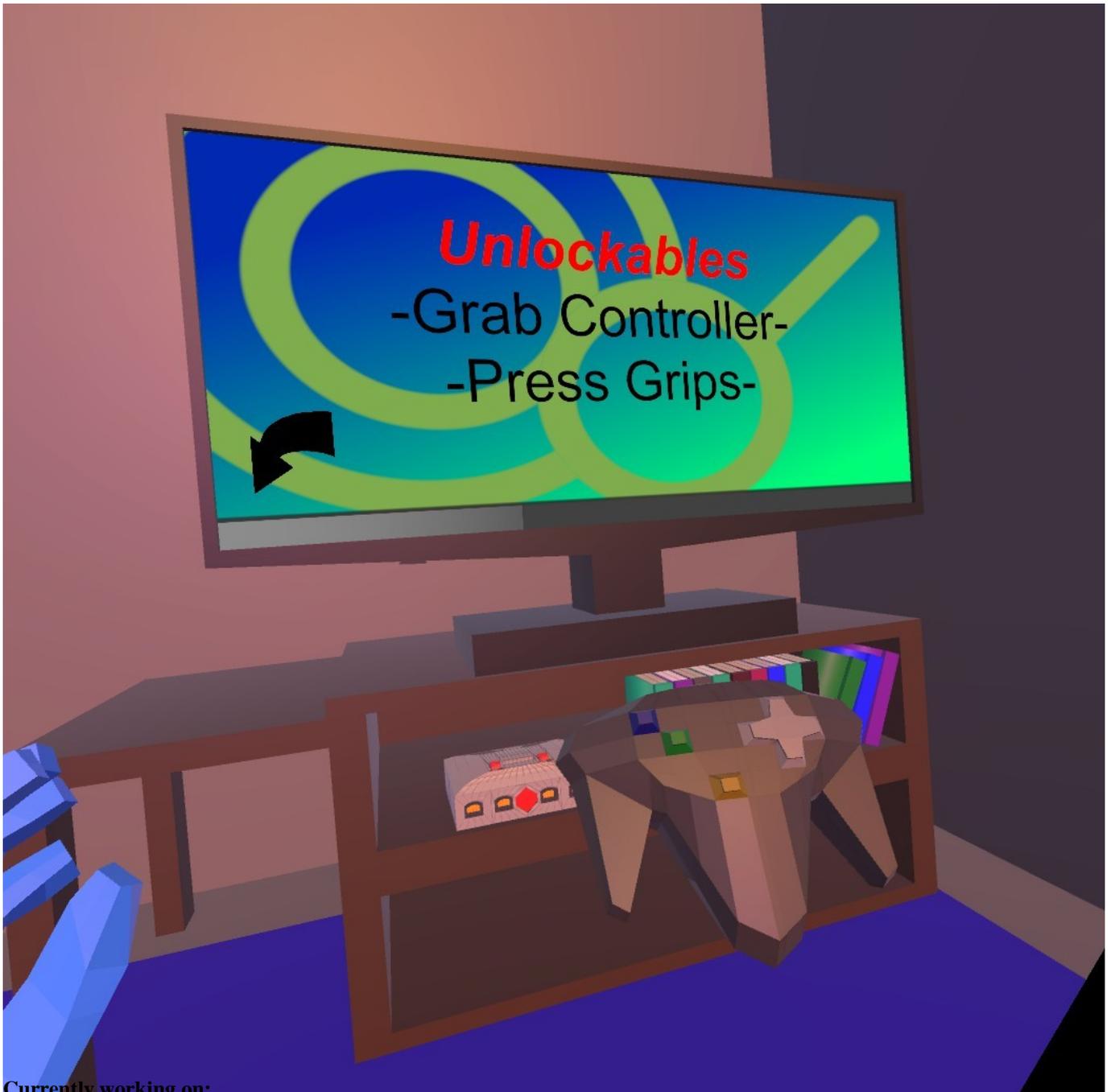
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at the game console in the living room at the main menu!

- 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.







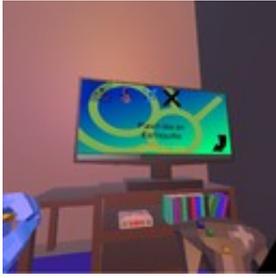
Currently working on:

- 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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