
Mashinky Key Serial



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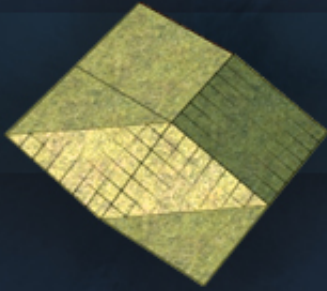
About This Game

Mashinky is a brand new transport strategy game from Czech developer Jan Zeleny. Zooming through gorgeous landscapes, utilising a traditional isometric construction mode and mastering a unique board game-like gameplay, you'll find yourself immersed in the task of building your own transport empire.

The goal is to create your own transport empire on a procedurally generated map.

The game is a unique blend of realistic graphics combined with an isometric construction mode and boardgame-like rules.

Players start the game in control of a transport company. They must lay tracks on difficult terrain, research and buy new vehicles, manage routes and compete against economic rules to make as much profit as possible by transporting passengers and various cargos. This makes for a challenging simulation game requiring the player to consider all elements of business to be successful.



EXPERIENCE THE ADDICTIVE GAMEPLAY

Players can switch to an isometric construction mode inspired by the very best strategy classics. This is a grid based map where every change of traffic layout is a rewarding puzzle. You can build simple tracks connecting just two stations, or design sophisticated networks using junctions and signals to maximize efficiency and performance.



SEE THE EVOLUTIONARY HISTORIC MOMENTS

As the game progresses, you'll need to extend and customize your transport empire. You can upgrade industry buildings, stations and depots in various ways, and improve your trains using new engines and special wagons. Each upgrade offers a unique bonus; greater capacity, new processing rules and even new cargo types. Players can develop their own strategy to suit best the network they're building.



ENJOY A REALISTIC 3D LANDSCAPE

With the innovative viewing modes, you can ride one of your trains or watch the operation of the network you have built. You can exit construction mode at any time to dive back into the beautiful landscapes and detailing of the 3D world. You can see your track network from a different perspective, or even jump into one of your train and enjoy the ride.



For the Early Access release, we've prepared already first 5 eras out of 7. As EA progresses, we will introduce more eras so in the future, you'll progress from the Age of Steam through the modern world and into the future. You'll encounter new industries and vehicles in each era. Villages will grow to become cities, new infrastructure and upgrades will become available. It is up to you how you use these new features to build your transport empire. From humble beginnings, you'll build a vast transport network using everything from steam power while moving cargo like coal and wood to - will be introduced to the game in the future - maglev supertrains delivering futuristic electronics.

Title: Mashinky
Genre: Indie, Simulation, Strategy, Early Access
Developer:
Jan Zelený
Publisher:
Jan Zelený
Release Date: 6 Oct, 2018

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Minimum:

OS: Windows Vista

Processor: Dual Core 2.0 GHz

Memory: 4 GB RAM

Graphics: GeForce 750 or equivalent

DirectX: Version 9.0c

Storage: 2 GB available space

English, German, Russian, Czech, French, Hungarian, Polish, Ukrainian, Greek







Greatest train game since loong time! Perfect match of gameplay, tycoon, modding workshop and joy of railroad passion. Wonder no more, your perfect train game is here ! Already worth the money !. Game is just good, with nice gameplay experience and graphics. It lacks some stuff and some stuff needs polishing, but I believe game is on right track. Besides it's very easy to learn if you're familiar with e.g. OpenTTD.

I give it loan of my trust. Jan Zelen\u00fd, I'm counting on you! That's why I've bought this game.. Fantastic...I already sense this one will be a classic. (Expanded review after 12+ hours of gameplay)

Frankly, I think the game designer is a genius. He has maximized the good*...fun trains, the feelings of satisfaction when you set things up well, and when you accomplish missions, etc., and minimized the silly hassles. He has even managed to make the time pressures not hurt that much.

I am almost always pausing RTS games in that I feel like I'll miss something if I don't, or I don't have enough time to get everything done. Somehow, that concern is not present here. Usually, I avoid games that deal in complexity because of the various kinds of hassles that arise. I've been playing video games since DOOM in 1994, and Civ II was my first RTS game with compounding complexity. Since then, I tend to avoid RTS games because of the hassles from bad design, balance, etc. So it might be saying something that I feel that I can manage the complexity of this game without too much effort. For me this is a rare treat.

*Here are some specific examples illustrating why you should give this game a try:

1. Very easy to add tracks and signals, and remove them. Hassle factor is minimal.
2. Vital tracklaying feature: You can add, then delete, track as much as you want until you get it right, and are charged only for the final layout. There was another, similar game that I won't mention here, that was difficult to get the track right...and if you deleted anything you didn't get any money back. I thought, what good is a computer tool if it doesn't help you find a workable design, but penalizes you while you try and learn how to use it? Mashinky gets this important feature right.
3. Train pathfinding is quite good, and instantaneously updates when you make track changes. When there are errors, it's almost always your fault, not the game's having a bug. There are so many ways to setup a track network, and some of them are, like my first setup, really bad!
4. The game jumps in complexity, but only when you want it to. That is, you can choose** to deliberately pay to advance to the next "era" where new trains, industries and product are available. If you like your optimized setup as it is, then you can just let it run for a while, and you can marvel at how efficiently and nicely it works. **In settings, before starting a new game.
5. You can seamlessly (yes, really) jump from "build" view to "scenic" view, and watch a train from any angle. Even from inside the locomotive or the cars. The artwork style looks...arty, kind of like an oil painting. Pretty, naturalistic.
6. Missions actually help you improve your rail and industrial network. I think the game senses what you ought to be doing to prepare for the future, then prompts you to find a way to do this, through missions. Even seemingly wasteful missions have a payoff that come in the future.
7. Doesn't stutter or pause. Doesn't make my (average for 2019) video card overheat, either.

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