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## Arcadecraft Crack English



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## About This Game

Enter the exciting world of Arcade ownership! Play through the start of the 1980's arcade revolution by buying and placing video games for your customers to play! Customize your arcade to increase its popularity! Modify machine parameters, manage your finances, capitalize on newly released games, but beware of the events and pitfalls that could bankrupt you!

### Features:

- Over 100 unique arcade machines to buy and place in your arcade.
- Machines come in Standup, Cocktail, Sitdown, Import, and Pinball configurations.
- Multiple game genres include Shooter, Platformer, Action, Sports, Racing, Maze, Fighting, Pinball, and Puzzle.
- Customize the colors of the Walls, Pillars, Floor, and neon of your arcade.
- Buy seasonal decorations for short term popularity boosts.
- Hire an employee to help empty cash from machines.
- Twelve playable characters to choose from.
- Variety of events from broken machines, jammed coin slots, and blackouts.
- Visitors such as the Game Collector, Import Salesman, and Super Gamer.
- 6 Hours of gameplay simulating the rise, fall, and rebirth of the arcade between 1980-1986.

16:9 resolution support between 1280x720 to 1920x1080  
Xbox Gamepad, Mouse, and Keyboard support.

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Title: Arcadecraft  
Genre: Casual, Indie, Simulation, Strategy  
Developer:  
Firebase Industries Ltd.  
Publisher:  
Firebase Industries Ltd.  
Release Date: 22 May, 2014

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**Minimum:**

**OS:** Windows 7

**Processor:** 1.7 GHz Dual Core

**Memory:** 4 GB RAM

**Graphics:** NVIDIA 250 GTS / ATI Radeon 4800 Series

**DirectX:** Version 10

**Storage:** 300 MB available space

**Sound Card:** Direct X Compatible Sound Card

**Additional Notes:** Direct X10, or higher video card.

English



# ARCANE CRAFT

BETA! VERSION 0.1  
ARCADE

MAIN MENU

RESUME GAME

START NEW GAME

HIGHSCORES

MILESTONES

OPTIONS

CREDITS

EXIT

WELCOME TO ARCADECRAFT BETA VERSION 0.1 -- STAY TUNED FOR FURTHER UPDATES.

A SELECT

NAVIGATE





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So after playing this game I have come to the following.

1) It is a fun game to play FOR THE FIRST RUN THROUGH. There is no replay value what so ever other than trying to obtain a better high score.

2) There is a lot to be desired. I had no struggle what so ever with the game. I just kept getting the newst game and it was fine. I even got board and bought all the custimizations you can.

3) There is no indepth system. Now on this i dont blame them cause after i played "Game dev tycoon"

I relized that they had the same flaw. You see to me making a simulation game needs to be indepth. A drag and drop or a slide meter (in the case of game dev) does not really make it a simulation. Yah you can change how much the games cost to play. However that leads me to 4

4) no matter what happens if you rasie the price it seems like your doomed. I had 5 Star popularity from like year to and all i did was drop each game diff. to easy and made it a quarter thats it.

In counclusion. This game lacks what makes a sim game a sim game. Its more of a place your machine here and thats really it. There is no indepth system for you @ all. I would of like to see some of the following

Marketing. Choosing your building (maybe certin areas have a preff. to certin genre). People accepting harder diff. games and not making it so your game becomes unprofitable if you do that. These are just a few things.

Oh by the way the guy you hire to collect your money Hes lazy. Had to do alot my self.

However it is a fun game to play. Like i said the first run through thats about it. I still will recommend the game but at a 5\$ tag. I don't know where to begin... it feels almost like a free2play android game ported to PC... and I really have no good words to describe it.. below I'll put a few things that put me off..

Bad Port(or bad design if designed for PC)

Bad controls (hope you like the arrow keys)

Not sure if a bug but the game WANTED me to fail and I had a player break ALL my games because I'd put my square on them push enter to pick them up and instead pick up a random object on the other side of the arcade... they broke all my machines then I wen't bankrupt...

So not sure if that was intentional to make it challenging (in this case impossible) or a very bad bug but this game is HORRIBLE... I got it in the sale and even that was to much!. I got this game on sale because it looked interesting and i am a big fan of GameDev Tycoon. Figure it would be similar, but with running an arcade instead of a video game company. After about 12 hours of figuring things out and wasting so much of my time, i finally gave up. The game is nowhere near done, nor worth more then a dollar. There is barely a tutorial to help in the fine details of how the game works. Controls are either slippery or too heavy. I couldn't move anything to where i wanted it without either using the directional keys or practically flailing around with my mouse. Events in game overlap each other to the point where keys tend to freeze and when in the middle of a important action, having the game stop you and drop what you are doing. I have had so many games broken just because when i was taking the problem customer over to the door, the month ended and forced me to let go and the person destroyed it. Pausing is confusing, things still happen during events and menus. Not sure if really paused. Its basically a Facebook game. It\u2019s the worst kind of time waster where I sit here tending to the machines without really interacting with them. Their stats (If they really are stats) have no meaning. They say if I put games in certain configurations, I can maximize popularity. Through all my tests and random ideas, never have I saw a difference in any configuration. It\u2019s like RCT, you put the ride down, it gets popular for a while, then people get bored and you replace it. Except here, the money is so much tighter that after the first two months, your poor as\u2665\u2665\u2665\u2665\u2665 It is almost impossible to come up positive at the end of the two months. You are going to sell 75% of your games and slowly watch helplessly as the game closes in on you. And even better, when I sold my last game, I just broke even and the game continued. I couldn\u2019t do anything for a month, I had 0\$, no games, no vending, and yet still no game over. If I was patient enough, I would have sat there waiting to see what happens. But no, its not worth my time. The best part of the game is the variations of arcade games you can buy\u2026 then they ruin that too. It\u2019s the usual cabinets with different textures, no super special games like DDR or Gun games, No fighting games, Overly expensive pinball (only one) game, and a racing game that is also too expensive, but is the most interesting game to look at. I hate to ramble on, but there is so much more. The characters you choose are bland and boring. It\u2019s so bland, why isn\u2019t there a character creation? It would make it slightly better? And the pop machine is a joke. It makes the least amount

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of money and has to be maintenance every 2 months. It's a waste. There is this huge space for games and such, but I have only ever been able to fill a small corner (barely) with games. By the time I can afford a new one, I sold like two. Also that god damn post in the middle of the screen drives me crazy. This might just be me, but that post makes movement around the screen harder than it already is and is a general design flaw in my eyes. There is probably more issues im forgetting but this is my biggest problems.

TL;DR 2013 Play a Facebook game, it's the same but more stable than this. Still better built then Ride to hell.

. I wish I could get my money back. I played for part of an evening and now the game crashes after naming my arcade. It seems like it would be a lot of fun but NOT until the bugs are worked out.

Since my earlier review, you can tell I've played quite a number of hours! It's fun, including those pesky kids that beat on your machines. Wish it was a bit longer and you could extend your store and the number of "off sales" you could add, say an old fashioned diner for hamburgers and stuff for the kids. More staff, more things to manage, etc.. Good game but feels incomplete. I made it to 1987 with 30 games and \$120K in funds. Then the game announces that I can play through 1987 but no new games will be available which basically means that you arcade has nowhere to go but down. The base gameplay is solid but is lacking details. During my play session, I did find a few things annoying and a few things I would add:

1. There is a "clunk" sound that seems to be reused too much. It sounds like the same sound when your machine is full of money or some kid is bashing on it or the coin slot is jammed. The problem is you have some kid running around breaking your games (that you have to pay to fix) but that sound could also be something else far less serious. It should be a unique sound like a kid yelling or something.
2. The one employee you can hire is almost useless (but still costs you \$800/mo). He will stand around while your machines are full of coins and unable to accept more. You will still have to run around 30 machines emptying the coin boxes over and over and over and over. The jerk won't even re-fill the soda machine. I should be able to pay an employee more money and have him do a better job. Where are the security guards? Repair techs? By the way, what does the guy at the counter actually do besides nothing?
3. Time passes too fast. True in real life too I suppose.
4. Not enough games or variety of games. There really is no reason this game should end in 1987. Arcades were still viable up through the mid-1990s. The game should start out in 1970 with pinballs then b&w paddle games then on through the 80s with videos and laser-disc games, and end in the 90s with fighting and gun games. It would be nice to see the evolution of the arcade over a 25-year arc. All games over 6-7 years old should be considered classics.
5. There are no redemption-type machines.
6. Why am I limited to 30 games? There is floor space for more as it is but you should the option to expand your space.
7. Why can't I advertise? Even lemonade stand on the Apple II had this feature. Radio? TV? Flyers? I want to spend some of my scrilla to promote my arcade to make...more...scrilla. How about holding tournaments?
8. There should be an option to set the games to free play or nickel play and maybe an option to charge an admission.
9. When I saved my game (oh yeah.. why only 1 save game slot?) I had a 5-star arcade. When I loaded it back, I had a 3-star arcade. WTF? I am anxiously awaiting the day when a computer game can have multiple save slots. If only that technology existed. I tell ya, we can put a man on the moon...
10. Where is the air hockey table? Seriously guys, there is no such thing as a respectable arcade without an air hockey table.
11. Why so few pinball machines and cocktail games? Should not be hard to change the textures to make more. While on the subject, there should be several newly released games to choose from each month including uprights, cocktails, cockpit, pinballs, etc. One measly new game option per month (or some months, none) is not compelling.

Anyhow, this is a good game. It is fun but ultimately the lack of content and very limited flexibility (oh boy I can buy a pumpkin

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head and a christmas tree) does let it down. In my case, once I got to 1987 and had a successful arcade, there really is no compelling reason to play it again. Recommended but just barely.



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I mistakenly believed the Steam tags when this game was called a "simulation". It is not, in fact, a simulation game. It is very casual, and is more a button masher than a simulation.

As a kid who grew up in the 80's and the heyday of arcades, I always wanted to own an arcade. Being able to pick the games you place, the atmosphere, decorum, ticket prizes, food\beer selection, advertising and promoting it, being able to throw private parties at one...these are all exciting and intriguing ideas to me. I would quite enjoy the ability to make a custom arcade and to see how well it could actually do based on these choices.

Unfortunately, this game only scratches the surface of those ideas. You do not serve food\drinks, you have an extremely limited number of games you can purchase, and the decorum is nice looking, but limited. "Maintenance" on a machine involves picking the machine up and hammering the button several times until it starts to work again. You do not build an arcade, you have a pre-defined space with limited choices on what you can do. Want a huge two-story mega-arcade? Can't happen. The layout of the arcade is the same for every game, so the replay value is extremely low.

On top of the lack of building options, there isn't really much of a simulation happening here. What you see on the screen is not what is occurring behind the scenes, and machines will generate money all day, even when no one is playing. There seems to be little strategy involved other than "get the best machines in different genres" and you win.

Overall I was pretty disappointed, and hope one day we can in fact get an arcade simulator. Unfortunately, this is not it.. The one major issue with this game is that you just can't seem to make enough money. Individual machines have popularity, which usually increases when the game is cheap\easy. However, increasing the games price per-play seems to make its popularity take a nose dive, as well as increasing the games difficulty yields the same result (I have absolutely no idea what the direct benefit is to increasing a games difficulty anyways). This typically ends up having all of your machines being very cheap, and very easy, ensuring that you have people playing them all the time. Unfortunately, even keeping all machines occupied as much as possible for an entire month, never seems to yield you much of a profit. Couple this with the fact that moving or emptying the machine seems to force the current player off losing that one sale, and the random "events" like repairing a broken machine, makes it so you can only ever break even with your expenses.

This wouldn't be so bad, but new machines unlock at the end of every month, giving you the idea that you should constantly be buying new games for your arcade. Instead it simply taunts you, showing you shiny new toys that are forever out of your pitiful financial grasp.

I also feel like some sort of graph or chart to illustrate each games strengths and weaknesses would be nice. In its place you have to read a wall of text just to understand what it is you're purchasing exactly, which doesn't seem to make any lick of difference what-so-ever in the games popularity.

TL;DR - Don't buy this game, its just a glorified click fest that loses its luster very quickly. Worth it at \$5, I'd feel ripped off at full price. This game needs more employees, more types of employees, recognisable types of customers and dude

when you reach the end of 1987, it deletes your save game.

What the \u2665\u2665\u2665\u2665.

I wanted to show my arcade off to my spouse. : (. Arcadecraft has a lot of potential to be a good fun game, but unfortunately a great idea with a poor execution. The idea of having your own arcade is probably a fun idea for a lot of us that enjoy playing video games and this is supposed to provide a good fun simulation of it.

Unlike another similar store simulation game, Recettear, Arcadecraft unfortunately suffers from almost all aspect of what you should NOT do in this type of game. The idea sounds simple, buy arcade cabinets, set a price and hope you will make a profit from it. But in this game, it seems none of what you do matter and all it is becomes a repetitive dread of hitting spacebar, tab, and enter.

Unlike Recettear, there is no point in choosing which cabinet to buy or to find an optimum price or placement of the machine, despite what the game tells you that it does. All you need to do is to save up enough money to buy one of each cabinet, set it in the store, and start smashing spacebar to collect money. Any price\difficulty other than the default will result in an un-optimum

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pay rates and it seems like cabinet placement gives little incentive/consequence to how popular it will be.

Unless you are aiming for a high score to compare to other people, there is really no point or incentive to keep on playing the game. If you can survive the first year with any profits, then you can't possibly lose the game if you just sell the old machine and replace them with new machines. There isn't even any reason to decorate the store as it makes no impacts to the store's popularity.

TL;DR, Arcadecraft is repetitive and boring, if you want a good store simulation game, go buy Recettear. Fun, but not really much to it. The game is really hard to start but after you get going it's way too easy. If you get it under \$5 and can enjoy it for a few hours, I'd go for it. At full price (\$10 currently) I'd pass.. So... I'm not exactly sure what I expected here. I've been a fan of both management style games and old school arcades for some time. This game barely delivered either.

On the first point, the management in this game is minimal making the entire game too easy by far. Ultimately all you do is make sure you buy a new game or two every month, upgrade the few upgrades you can when you can, then spend the rest of the time clicking on machines as they fill with quarters/need a repair. The scant challenges and decisions that don't involve your machines are either mundane or just a break in the flow of... well OK it's a welcome change from just draining quarters from stuffed machines.

On the second, unless you know the history of arcades there is very little to glean over your scant seven year run as an arcade owner. It makes nods to the video game crash, gives a few details when certain games got popular and declined, and does little else to educate a younger crowd into the way things were.

This game is certainly something that would be better off staying on a tablet or mobile phone. If it expanded how you interacted with the arcade, let you manage more employees, expand your shop beyond the definitions of your initial arcade, let you run your arcade as long as you choose to the current day (And of course adding more examples of arcade history, through parody of course), then you'd have something for PC. As it stands, only buy this as a curiosity for a few hours entertainment. And even then only deeply, deeply discounted.. The game is well built with some nice mechanics, and is genuinely enjoyable to play. Unfortunately it does not feel as though it is a finished product; there are limitations where you would expect there to be much more. On top of that, the game is far too easy (no difficulty settings) and, with a lack of challenge after the second year, becomes somewhat dreary to play.

Visually fantastic, sound build, lacking in content.. It's a fun way to kill about half a day, but you should know going in that there's no replay value at all. There's only one store layout and one saved game. Arcadecraft is a XBLA port and it shows in the controls. Mouse precision can be a bit lacking and it was much easier to play with a 360 controller or the keyboard cursor keys.

On the 360, Arcadecraft is 3 dollars and would be an easy buy. At closer to 5 bucks (on this sale), I would call it a fair price. For the full retail \$12.99, I would expect more maps and a fix for the annoying arcade cabinet limit (when you are at max capacity, you can't move cabinets that are in your storage area.). Fun little simulator game but not much reason to play through it twice. Would be cooler if it had more types of games besides stuff from the 80's (like light-gun games or dance games, etc.)

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