

Ventura Inc Download For Pc [cheat]



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About This Game

Ventura Inc is an economic simulation in a consistent multiplayer world. (MMO)

As a player you'll be running a company, signing contracts with other players involving the exchange of goods and services.

In this simulation, you are, just like in the real world, doing business with other player companies to make your profit.

It is possible to choose who you deal with and who's pricing you'll try to undercut. There are different business branches available from where you can make your money:

- Oil Refinery
- Transportation
- Storage
- Farming
- Banking
- Power Plants
- ...

Key to avoiding bankruptcy is making sure you run your business more cheaply than that of your opponents. (Signing better deals)

Most of the branches need other branches to function. As an example: to generate power you have to rely on storage as well as oil transported to your power plant. Someone will also need to build your power plant for you (someone with a construction branch).

Ventura Inc wants to bring you a game in wich you can play with your friends , work in team, communicate, trade and get rich.

Title: Ventura Inc
Genre: Indie, Massively Multiplayer, Simulation, Strategy, Early Access
Developer:
Ben Strijbos
Publisher:
Ben Strijbos
Release Date: 1 Jun, 2018

b4d347fde0

Minimum:

OS: Windows 7

Processor: i3 2.5 GHz

Memory: 1 GB RAM

Graphics: GeForce GTX 460 1GB or AMD Radeon HD 6850 1GB

DirectX: Version 9.0

Network: Broadband Internet connection

Storage: 500 MB available space

English

Character Company Social Contracts Goods Specialists Competition 7.18%

\$ 63,621,342.53 (-56,251.40)

9/34 Contracts +100%

CLEAR Notifications (20)

decreased!

16:32 - Electronics +1,300

16:32 - Timber +6,200

Company Information

Storage - 743.31/1,605.66

Lübeck - Warehouse	Lübeck - Steel Mill	Lübeck - Warehouse	Lübeck - Warehouse	Lübeck - Steel Mill
33,568	2,354	19,891	59	1,646
Iron	Logs	Logs	Oil	Oil
Lübeck - Warehouse	Lübeck - Woodworking	Lübeck - Warehouse	Lübeck - Oil Refinery	Lübeck - Warehouse
35,806	1,000	10,658	5,463	9,352
Rubber	Rubber	Sand	Sand	Steel
Lübeck - Warehouse	Lübeck - Warehouse	Lübeck - Warehouse	Lübeck - Factory	Lübeck - Warehouse
36,410	4,530	33,938	2,552	42,763
Steel	Steel	Timber	Timber	Tires
Lübeck - Factory	Lübeck - Warehouse	Lübeck - Warehouse	Lübeck - Warehouse	Lübeck - Warehouse
1,276	34,936	153,769	29,916	2,782

Engineer Construction

Woodworking

Steel Mill

Transport 1 1 2

Factory 0 2 2

Oil Refinery 1 1 2

Warehouse

Housing 3 2 0

2 1 2 2 1 0

1 0 3 2 2 2

1 3 2 0 3 3

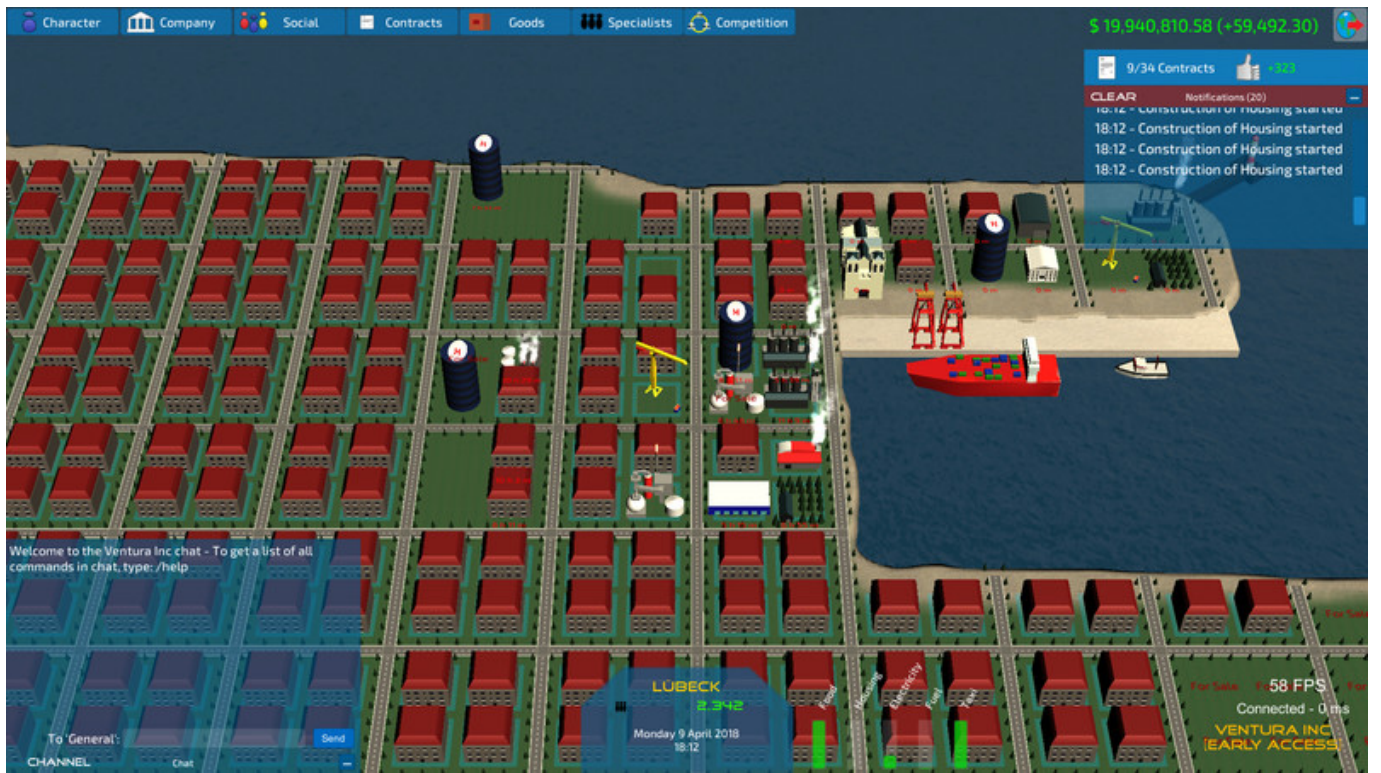
0 2 2 3 1 3

1 1 0 1 1 0

Welcome to commands in CHANNEL

Monday 16 April 2018 16:34

VENTURA INC EARLY ACCESS



Character Company Social Contracts Goods Specialists Competition \$ 1,577,806.48 (+39,694.09)

11/13 Contracts +188 CLEAR Notifications (20)

Company Information

Storage - 0.25/5.30 Tons

Blueprint - Engineer Lübeck - Engineer 1	Blueprint - Factory Lübeck - Engineer 1	Blueprint - Oil Refinery Lübeck - Engineer 1	Blueprint - Transport Lübeck - Engineer 1	Coal Lübeck - Warehouse 113
Coal Lübeck - Steel Mill 3	Electronics Lübeck - Factory 32	Iron Lübeck - Warehouse 113	Iron Lübeck - Steel Mill 3	Oil Lübeck - Oil Refinery 6
Oil Lübeck - Oil Refinery 24	Oil Lübeck - Oil Refinery 60	Oil Lübeck - Warehouse 371	Sand Lübeck - Factory 8	Sand Lübeck - Warehouse 528

Character

Name: Ben
Age: 28
Sex: Male
Education: None
Job: Director
Employer: Strijbos Sales 247 Ltd.
Branch: Board of directors
Cash: \$0.00

INVEST

Skills

0	5	15	3	2	0	0	1
0	0	0	0	0	0	0	5

Connected - 24
60 FPS

CHANNEL Chat

LUBECK 550
Saturday 27 January 2018 18:14

VENTURA INC
[EA] [NA]

A bit expensive for the current state but if you like economic games well worth a shot.

Admin is quite active, but makes changes without notifying players, making the game unplayable for days time to time,

Got great potential, needs polishing.. Great Game, dont let you scare away by the graphics. Online Capitalism Simulator. Open a corporation, take out a loan, start a business. Build your business and research new industries. Trade what you produce, or build your own supply chain. Graphics are Sim City 2000 esque, but it is online multiplayer and that makes it a lot of fun anyways. Bought and paid full price which might be a little high for the current online community, but assuming we can some interest, it will be more fun the more people join.. good game for a shortline thinking singleplayer should be in the game with Ai companies and that you can expand as much as you want with plots. I will start with saying that yes this is very early access and it still needs work.

But from what I can see it gets worked on a lot, and the dev is in game chat often.

He listens to what we have to say and comes back with explanations when there are some issues.

There are still things not in the game yet and I can not comment on these but these are some of the things you can do in this game:

-Run a company that provide services. (example : transport, construction, renting of buildings, housing and the restaurant business.)

-Run a company that provides materials. (example : Farms, Fishing, Wood works, steel mills , ect)

A mix of these are required to run a succesful company, by balancing your branches to work with eachother is quite fun but challenging at first, but after a while once you get the hang of how the game works it becomes really relaxing.

If you like numbers and an initial challenge I recommend having a look at this game!. Even In in current state it is a hard yet rewarding experince or bankrupting your self trying to start a bank with only 2 million dollars. 10V10 would destroy all my gain again.. I buy obscure MMO games.

This game breaks my heart.

A bunch of nerds clearly got together and made, 'something'.

One of the positive reviews on here is by someone that 'knows' the developer.

Big surprise.

This is the WORST game I have ever played.

My biggest issue:

I managed to bankrupt my company, and there is no way to restart as far as I can tell.

18 dollars down the drain.

How is this even allowed on Steam?

I mean, it's literally impossible for me to do anything except load the game and look around at this point.

That's not a game.

How did I bankrupt my company?

I was trying to follow the tutorial, and the instructions were cut off every few pages.

So, I bought the wrong blueprints, bought the wrong plot of land, accidentally demolished a building, etc.

Finally discovered that the instructions are on a wiki outside of the game (http://ventura-inc.com/wiki/index.php/Your_first_steps_into_the_game) as well, but alas it was too late...

[Nothing about this game deserves any attention in its current state.](#)

[It's honestly shocking that this can even be sold.](#)

Alright. First of all, I like management games. I found the game while randomly browsing the store and it immediately caught my attention.

However, it currently has severe flaws, in my opinion, which makes me want a refund (for now, at least).

Major issues:

- You have no way to predict how well something will sell (to "NPC" automatic customers). You have to use trial and error, and manually adjust your price, then wait for a server tick, see the results, rinse & repeat. It doesn't make sense.
- Competition between players is mostly based on price. Engineers have more options but it's often limited to maxing every setting. Meaning basically you'll run out of business, unless you can log in often to fight a potential price dumping war.
- The game mechanics heavily favor "whales" (already rich players). Early, you struggle; your businesses suck and you can't produce much, + you have to face loan repayment. But elder players got buildings with literally 2000x your output. So they get fatter. Hence the weird leaderboard.
- The "wealth snowball" also means that an already rich player will simply do everything himself, since he can. That limits player interaction... and the ability of poorer players to get into business.

Additional issues:

- Tutorial is very short and doesn't include much information. Wiki is very limited too. UI is clearly not user-friendly. Having a proper production chain chart (with npc buy V sell options, and mandatory player interaction) could help, for example (and yes, I've seen the one on the wiki, but come on...)
- Adding a command to "reset" your character (deleting the character V selling everything to the city, to start fresh) should be an option, honestly. Making a poor early choice will block you in a dead-end.
- Graphics. Not talking about the city map, which is very simple, but okay (and pretty clear, which is nice). But the UI, buttons, and icons feel particularly cheap. Those simple 2D assets can probably get much better for little cost, and honestly, that'd be nice, because current drawings seems to be freshly out of MS Paint, and do not feel professional at all.
- Limited filter options (and inability to "search") in the contract\product tabs, which means market offers are quite a mess (even though there are very few offers !). Will escalate out of control if player population increases.

Ideas:

- There should be a way to severely prevent players to get too rich too fast. Diminishing returns, someone ? Especially since many products can be sold to "NPCs". Basically, the first one selling to them increases its production capacities to the infinity & reaps all the free cash available. You can do that in several ways: diminishing returns on output (or exponential administrative costs for additional sites\employees... ?), encouraging a player to specialize in a few productions chains (and not everything) (=> player skills increasing output, but limited by a hard cap ?); reducing the difference between a basic building (10 employees and that's all) and a high-tier one (2000 x 10 employees + thousands of machines... I mean, come on; at least make people choose... like you either favor staff, or machinery, or storage space, or a custom mix of it... and not everything at the same time)
- Further in development, you should seriously start another server and/or reset this one. There is absolutely no point in playing a competitive economic game where one or two players hold 99% of the resources, while you have to struggle to get a few dollars. Of course, it is useless if the other design issues aren't adressed first, since the snowball will repeat itself.

I'll still follow this game from afar and I might get back to it later, when it has been developed into a more polished product. Decent (and recent) management games aren't common anyway. For now, however, I don't see the point of playing it (except if you really like being an alpha-alpha tester of a game; but even though I like trying stuff, I already have a day job and I can't spend my evenings on game design).

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