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About This Game

«Smartphone Tycoon»!

This business simulator allows you to set up your own company which will make the most powerful and advanced mobile devices. Your task is not only to create a manufacturing area, but also to design a device from scratch. You will be able to select from a number of various technologies, opportunities and innovations. So the success of your company will depend exclusively on your imagination and business sense.

Your main goal will be to achieve worldwide recognition and take the company to the temple of fame of the global market. With some seed capital and an empty office you can start by hiring employees. Then design your future device, think of a name and a logo for it, select its technical features like screen, camera, processor, random access memory, battery and other important parameters.

You will have a unique chance to make use of your talent and skills. Then set the selling price and start the process of designing your smartphone.

Become a market leader and get fans all over the world! Hire the best engineers and designers for your office and create a perfect working environment.

Have a good game!

Title: Smartphone Tycoon
Genre: Indie, Simulation, Strategy
Developer:
Roastery Games
Publisher:
Roastery Games
Release Date: 1 Mar, 2019

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Minimum:

OS: Microsoft® Windows Vista®/XP®/Windows® 7

Processor: 1.8 GHz Single Core

Memory: 2 GB RAM

Graphics: Hardware Accelerated Graphics with dedicated memory

Storage: 1 GB available space

English,French,Italian,German,Russian,Traditional Chinese,Portuguese







I really enjoyed this game, it doesn't have any playback value, but man it was really good.. well written, and well executed.. I really hope they get funding for a second one..

Only downside is you can't ask about the screwdriver.. or combine it with the flashlight to make a multi-tool..
. Very different kind of game, something like Japan robot fights with drones. It's really really fun after you got used to controls!. This game is far from perfect. It is definitely interesting, and has potential to become better, but right now the horror is somewhat lacking. First of all, for the first 12 nights, if you get the hang of the game fast enough, you won't die a single time, or even be in danger of dying. The sense of danger disappears, and the feeling of dread gets replaced by irritation, because of repetitive gameplay. The actual ghost that kills you is just a photoshopped picture that pops up on your screen for a second, and then gets replaced with game over. The death scene seems much too rushed, and could be improved. That being said, I am only on night 12. There is always the possibility that this game really picks up. But still, it should've picked up in pace on around night 6 or so. But all things considered, the game is still enjoyable, and even at times funny. Why the hell are you even working at a diner for a minimum wage, that has absolutely no customers, and that can literally kill you if you don't do your job well enough? Go work at Faz Bears Pizzeria or something ya dare devil! If you want to see the first 10 nights played through, and the death scene, check out my video below!

<https://www.youtube.com/watch?v=ApALKHGikKk&index=1&list=PLKMxTuqznyPNg3itpb9LmgQIrNirA0jYj>. WOW! This game is awesome!

I started out with auto-transfers on, but after getting the hang of the controls, I turned it off and discovered my own paths. And boy, this is where the fun really begins! I quickly started unlocking new items and levels and I can't wait to see what is next! I really recommend this game to anyone and I'm going to go play some more now! :D. I love the concept behind this game. It has an amazing feel to it. It has a gently guiding story to it, and a calming soundtrack. My only complaint is that, even on low graphics and on a laptop that can run 3d games like counter-strike, I get lag sometimes. This is a combination of FPS and issues where interactive objects won't respond. I'm not sure if this is because it's programmed in ActionScript or because of the particle count, but I'd love to see more work on performance improvements.

Yes, Yes Yes!

Imagine a development of Vortex in Valve's "The Lab."

Imagine no more, it's here in the form of a forward scrolling retro shootem up. Absolutely brilliant use of room scale too, start at the front of your play space and find yourself pressed to the very back of it, by the end of the game.

This one has great potential.

Wishlist? A few more music tracks and the option to turn off the grid effect on the roof.. A glorified shallow one-button flyer-runner.

- + Good charming graphics and 8-bit inspired music
- + More than one button to fly, and the shift key pauses the game!
- + Good variety of levels

- o There are different costumes and characters, and they only appear to change the hitbox for collecting coins

- Power-ups are only collectable at the top of the screen, even though they move up and down and appear otherwise

This is another casual flyer/runner game where you hold one button to go up and where you avoid obstacles. There are bosses every so often. All there is to do is avoid repeated obstacles, collect coins, and collect power-ups. Power-ups consist of a shield, missiles, time-slow, and turn-everything-into-coins. The gameplay lacks depth to be compelling and I was bored out of my mind.

I would only recommend this game to people who like casual "flyers" like flappy bird. For everyone else, you all should skip. A polished turd is still a turd.. It's not bad but not great either. There are many good ideas like team building, but they were not played out very well. Characters are two-dimensional and lacks depth. You could almost guess what a certain person would say or do in a certain situation. Their "big secrets" does nothing to make them more interesting or attractive. And the most important thing: story just gets blander and blander after each chapter.. boring, waste of 99 cents. there is really only 10 minutes of content, and its very confusing the first time around. Very short (about 15 minutes) but interesting puzzle game. I can not tell very much because that would destroy the playthrough. I like it very much. The price is too high for that playtime. I recommend the game, but i would not pay the full price.. It's a fairly interesting game of manageing needs and money that boils down really to if you are happy then you will suceed in life. the millionaire campaign is an undertakeing but can be done easily even if you have no idea what you really are doing.

my experiance was mostly trying to gain capital while having my excercise machine stolen every week for at least 3 months straight, so i like to imagine that somewhere there is just one thief who hordes excersise equipment in his basement laughing at the people who just keep buying new ones for him to steal.

maybe it was my end but the music was non-existant if it even existed in the first place.

it's not going to be everyone's cup of tea but for those who are interested I would recomend it becasue you can get some good laughs if you are going through with your friends around who laugh as you go to the store to but the 50th excersise machine.. If you want slow, tactical game then this game is not for you, neither for me.

You are going to get quick scoped all day long. Enemies can flank you in a matter of second. In fact there is not much of a tactical play here, one player can own all enemy team.

Me, personally I don't like it. The game paced is way to fast.

However game runs well, there is enough content so I'm going to leave a positive feedback.

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