
National Machine Cheat Code For Xbox 360



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About This Game

About game:

This is a 3rd-person simulation sandbox game and it is created with UE4 engine.

You are a munitions manufacturer in 1930s. The war is going to break everywhere in the world. Help your nation for arms race.

Before the war begins, you need to use the basic resources provided by the nation efficiently in order to produce enough aircraft, tanks, guns and anything that could be used in the war.

For these purposes, you have to build various types of factories and transits, organize the production line, test and develop the new weapon, train skilled works, defend enemy'd bombing and pry information.

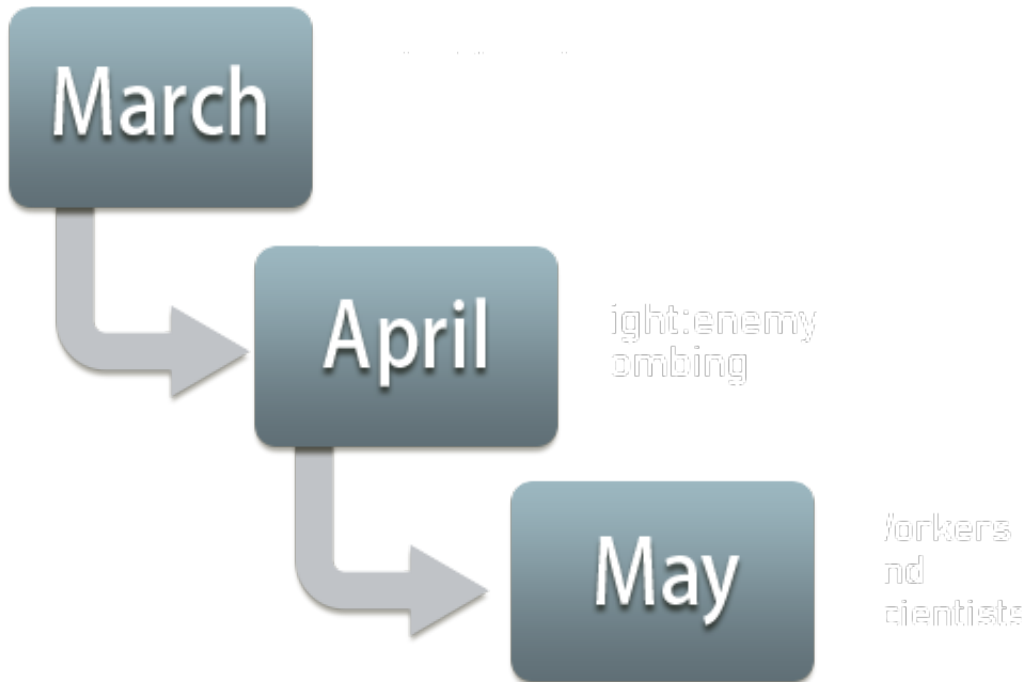
Hello everyone:

There is no official website now. My email: nm_ericson@hotmail.com

I will post developing milestone of National Machine. Let players to know developing schedule. However, English is not my mother language. This schedule may not easy to read, but I will illustrate it.

I will update news regularly by develop status.

Here we go, what new content will be coming?



National Machine will post 3 new important contents in 3 months:

1.Design Blueprint, production data and Technology tree. (March)

a)Design blueprint and production data.

This content will allow player to design custom products. For example: It means fighters will not be only 'Spitfire', it will be 'Gloster Gladiato Mk I', 'Spitfire MK I', 'Spitfire MK 22' and so on. Use different processes to Smelt steel, will product different features of steel. These processes may include forged, rolled, carburized, quenching and so on. Corrosion resistance and thermostability steel is a good material for cylinder of motor, but high hardness steel suitable for use in armor.



b) *Technology tree.*

Technology tree will unlock processes and concepts. For example: process of turn coal into gas and oil or design concept of tank slope armor.

Every country will get different technology tree, but now there will be only British. The other countries tech tree will be coming in later of this year.

2.Fight: enemy bombing. (April)

Because of you provide weapon to your country, the enemy wants to destroy your factory, you need to protect your factory and resource using aa. Because of players could only choose British, the enemy main force bombers will be Do. Series.

3.Workers and scientists. (May)

Machine cannot make machines in 1930s. Workers also are warriors and a part of national war machine. At the WWII war advanced further, men go to front line, more and more women go to factories. How to train their skill and protect their life?

You have to consider.

Skilled workers and scientists will could test weapons, promote the progress of science and technology and super weapons (they are nuclear, computer and something can decid winner).

Title: National Machine
Genre: Indie, Simulation, Strategy, Early Access
Developer:
Eric Sun
Publisher:
Eric Sun
Release Date: 29 Jun, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows Vista or Windows 7

Processor: Core 2 Duo 2.4 GHz or Althon X2 2.7 GHz

Memory: 4 GB RAM

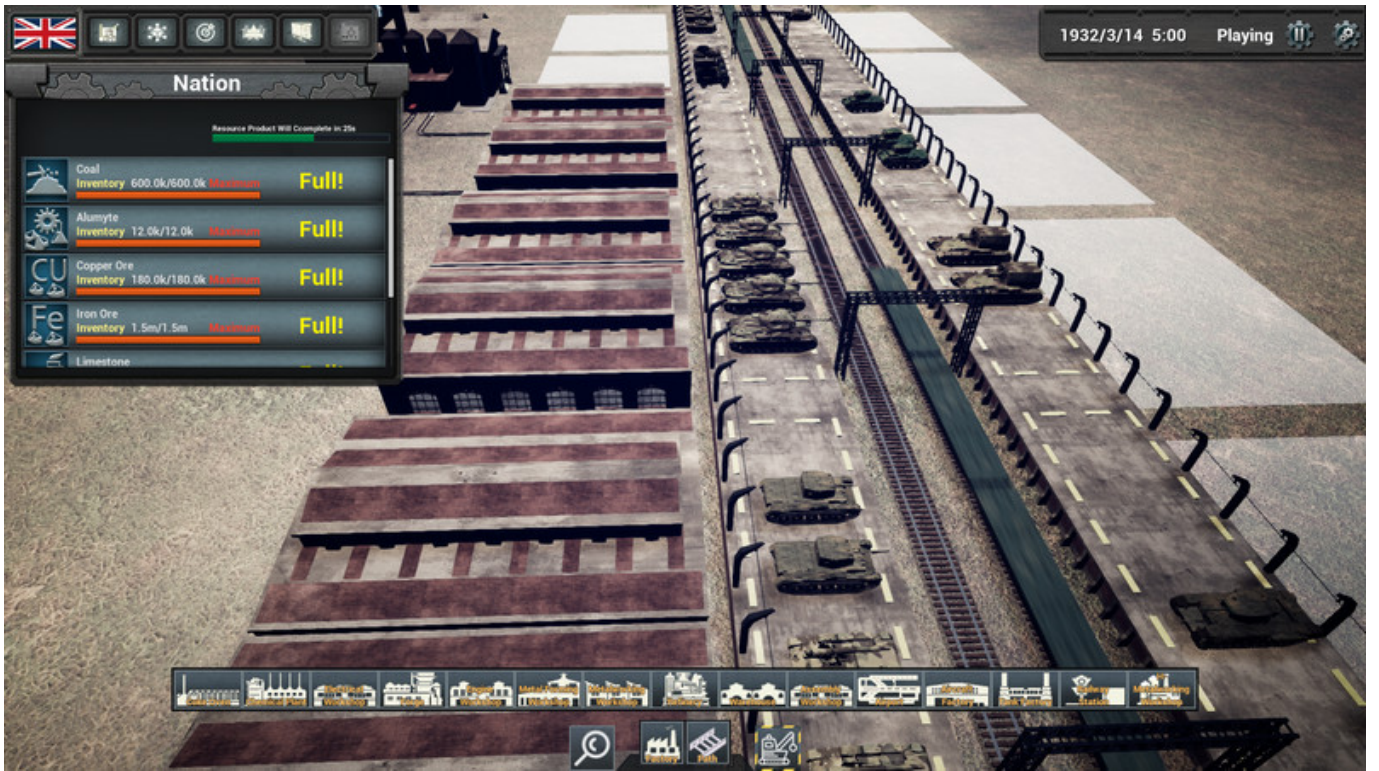
Graphics: NVIDIA GeForce GTX960 / AMD Radeon RX470

DirectX: Version 11

Storage: 600 MB available space

Sound Card: DirectX compatible sound card

English,German,Russian,Japanese,Simplified Chinese,French,Italian







national rural health machine. national farm machinery show. national machine llc. national machine pipe thread. national machine gun shoot. ticket machine national express. national rivet machine. national vending machine. national machine mansfield ohio. national bread machine recipes. national office machine dealers association. national machine group salary. national instruments machine vision lighting. national washing machine parts. national automotive & machine shop. national vending machine manual. national machine rajkot. national ice machine. national bank eftpos machine. national juicer machine of pakistan. national machine engine. national machine press. national washing machine price in pakistan. national geographic incredible human machine 1986. national washing machine spare parts. national machinery sales. national packaging machines. national floor machine. national packing machine. national sanitizer dream machine 6000. national juicer machine parts. national machine tools mohali. national demo machine. national machinery works

I don't recommend it, even for an early access game it is poorly developed and unfinished.. TL/DR: Early access game is not worth your time and money.

I cannot in good concious recomend this game, if you could call it one, at this time. Reasons listed below:

1. No Tutorial:

Lack of a write up clearly explaining how to play is non-existent. There is some arbitrary help screen that pops up every single time you click on something granted, however the screens which pop up, do not explain anything about what you have clicked on. The help screen that comes up isn't related at all to the function you are trying to perform.

2. No defined objective: Clicking 'New Game' launches you into some random dirt plot, presumably in a post apocalyptic England. The game should then give you some basic objective to get you started, but all you get instead is a clunky user interface and an irritating, poorly written, help screen. "Make stuff" is not a solid enough objective.

3. Price: I purchased this at \$14 (US) when it is hardly worth \$5 as it is.

4. Lack of end user options: There is an options screen on the main menu granted, but clicking on it and expecting to see actual options is an effort in futility.

I spent 5 minutes in the program and could not understand anything. Within the first 5 to 10 minutes of a game, a player should have, at the very least, access to 5 points"

1. An introduction to the game mechanics.
2. A clearly defined objective.
3. Access to end user options to adjust settings
4. A visually represented understanding of how to proceed in the game.
5. A clearly written guide.

A user should not have to navigate what is essentially the developers whiteboard notes in order to play the game. These are concepts that should already be fleshed out before allowing access. If anything, this should be offered in a closed ALPHA, not a buyable Alpha. I have asked for a refund as I cannot and will not, financially support a game that does not have the very basics available.. This idea of having a game that takes place in a time where nations are at war is a fantastic idea in my opinion. The game is very FAR from being a great one. It has such high potential and I would like to make suggestions to the developers about where they can improve. The game recently just got a new User interface update and I must say that update looks fabulous compared to the older one. However before they updated this UI they had rebuilt the way the traffic system works and in my opinion made it just alittle more complicated then what it used to be! Of course writing this review is probably my only way of suggesting ideas to the Dev.. But for those out there that are looking for a great game from world war II, then this will be the game for you! Its extremely time consuming, but its not boring in anyway!

As far as the suggestions Go from what I have seen, There are a few bugs around where the blue print and product buttons are as far as SPG and tank destroyer blue prints, They just do not show up there. The game could use abit better lighting for the whole screen as well as more buildings and things to build.. Perhaps even adding more transport abilities for traffic like trucks that go from one building to the next rather then rails all over the map. Also the tutorial lacks alot of information, Like how this new port/vpanel management system or commonly preferred to as Traffic logistics by the devs is confusing if you have never played the game before.

That's all I got, I will say though I do recommend this game for those that are looking for something quite time consuming. In the short time I have had this game I've easily been able to gauge what an utter POS it is. There is little to no thought put into the game. No description, advice or instruction upon start up...and the "help" menu pops up repeatedly while you're trying to do other things. The game seems like it might have been made by 5th grade special ed kids. There are stupid spelling mistakes and grammatical errors throughout the menus. This just reminds me of why I NEVER buy early access games.

Utter♥♥♥♥♥♥♥♥ and I think the full version probably won't be so far off from this one. Save your money and buy Factorio. First I like it, I like the idea it has and I hope it will eventually show all the flaws of maintaining a warmachine during this time.

Since this is early access, I am not going to do pros and cons, because it's not fair.

It is presented at this time in sandbox mode, so building cost nothing, and there is no demand for anything, but this is a good thing because it does take a long time to get your ducks in a row with this game, I would hate to be under a pressure of a demand, for instance it took me two years of game time to finally get a rifle factory going, why because how to place rail, assign them tasks, and which ones, heavy rail or regular rail needed to be learned. Though you do not mine anything you still have to tell the trains what you need brought in.

This is not a pretty game and it reflects the grit and grime of factories.

I don't like the conveyor belts, they are a cheat to me, I hope they are temp and Eric will have truck transport or something to replace them, and they are not used extensively in this time in history.

I never had the game lockup but did run into bugs that made me restart the game.

Bug; menu sticks to mouse and moves around and won't paste down, present solution, restart game.

Blue prints don't show building information anymore, restart game.

Rails don't connect right, delete rails and try again be aware of curve radius.

Forge won't transport iron to steel fabrication building, solution you have to use the dedicated door and the heavy rail to transport all smelted metal.

Train not importing materials you want, click on train you probably did not tell it too, I know I did I forgot to ask for rare ore, thought it was a bug then checked the train.

Chemical factory makes oxygen it is not imported

Forges make a lot of material so one forge for every major metal should be enough for the game at this stage of play.

If you like space chem, Factorio, Big Pharma or those type of games the sandbox mode is entertaining as it is in those games also. The game is rough though but has huge potential and I bought it to support an artist that put a lot of heart and soul in it so far. I am not a programmer so I have no way to tell if the game should be farther along or not.

It is a bold dream to bring about and I hope it keeps going.

For this price I know I will get enough entertainment with the sandbox to justify my outgo.

Now that I kinda know what I am doing I am going to try and make something bigger a fighter plane or a tank.

This is far more primitive than Factorio, because well 1930 was pretty primitive, so be prepared for nothing coming out easy.

I recommend you support this publisher by buying his Game

. So let's start off with the fact that you can't click anything in the game even changed the graphics settings after some time of screwing with the mouse can't even play the game the whole bottom of the screen you can't even get the mouse to it everything is about 10 feet from the icon so to click on yes you have to bring the mouse to the other side of the screen while the icon is on the other nothing is settings even helped bought this game not even 5 min ago and I am getting my money back **DO NOT BUY THIS GAME**

Factorio rip off, also HUD is awful.. the port systems ♥♥♥♥ed up. No real tutorial or in-game guidance on how to create these assembly lines... This game isn't ready for my money yet.

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