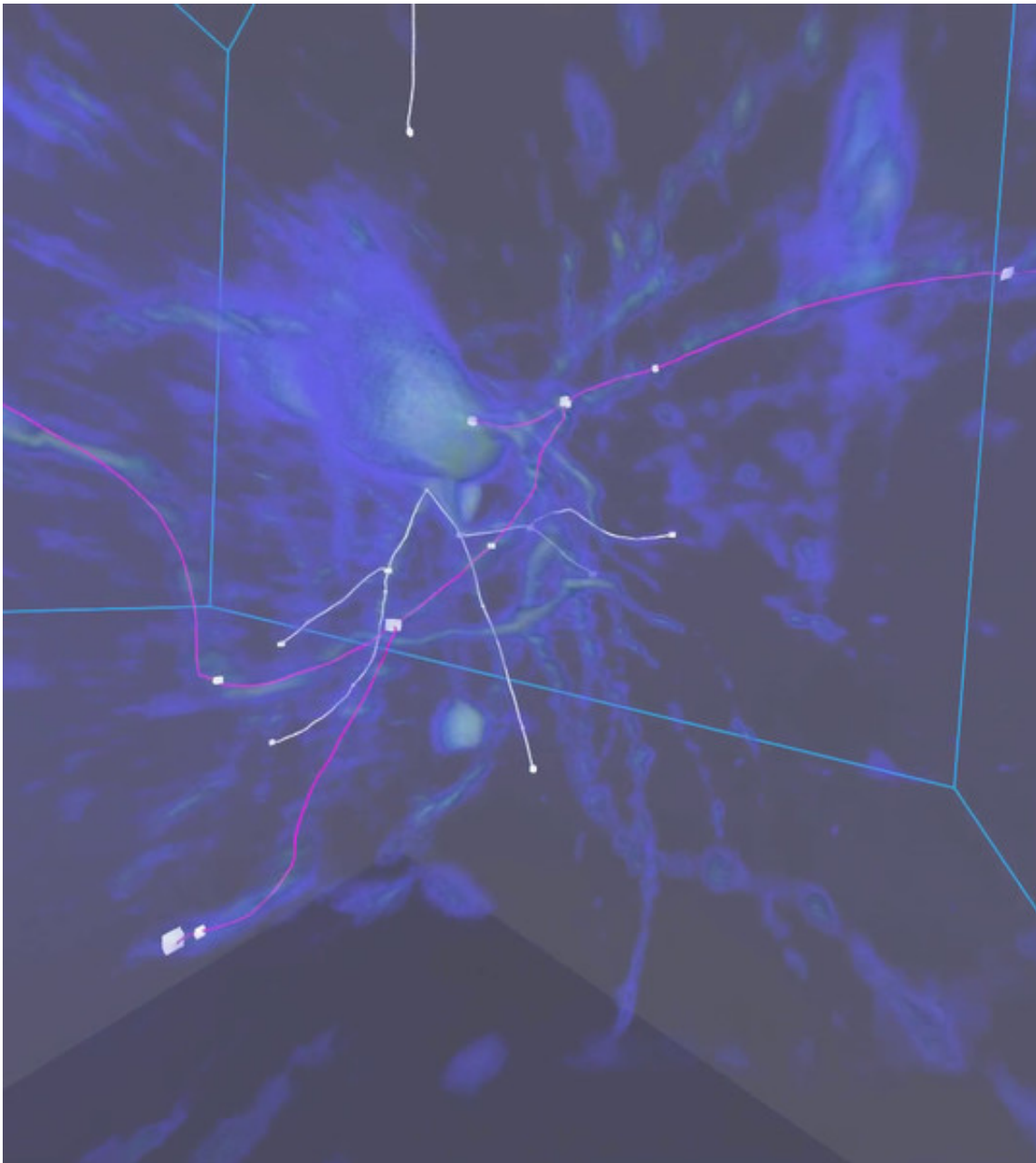

Summer Islands Trainer Download



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About This Game

The holidays are in danger.

Millions of vacationers are unable to find a suitable holiday destination. Are you the right businessman to build the unique holiday paradise everyone is looking for? To become rich and expand your paradise? But watch out, there will be competitors and some unpredictable weather that could destroy all your hopes and dreams.

Summer Islands - *This versatile economic simulation gives you the opportunity to build an indescribable holiday paradise. Build cabins, villas or expensive hotels right at the beach or up in the hills. After the first buildings are completed, tourists will start to visit the island via boat or plane in hope of a great vacation. That is when the challenge begins: to please the tourists needs you can build bars, discos, golf courses, supermarkets and many other buildings that are popular with tourists and enhance your income as the islands owner. But don't underestimate your environment. There are many disasters to occur and enemies who are equally striving to make money. So make sure to always keep an eye on your holiday paradise. [/i]*

"Due to adjustable seeds there are endless randomly generated atolls, archipelagos and islands.

»Real-time strategic gameplay in the server-client architecture.

»Single player with various challenging campaigns.

»Multiplayer so you can play with friends.

»Computer enemies in single and multiplayer mode.

»Various buildings and recreational facilities as well as special attractions, auctions, sabotage and some unpredictable disasters.

»Map editor to create and play your own world.

Title: Summer Islands
Genre: Indie, Simulation, Strategy, Early Access
Developer:
MatthiasMa
Publisher:
MatthiasMa
Release Date: 21.06.2019

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Minimum:

Storage: 400 MB available space

Additional Notes: coming soon

English,German







Update from the 4.week in april 2018 [v0.0.6]:

Hello together,

this time we worked on two different things.

The first one is more a correction from the tornado and the clouds. In the past we hadn't a good animation of the tornado, clouds and dark clouds. So, we worked on our animation to get it more realistic and smooth. It took us a few days for just a small result. But it had to be done.

On the other days we saw a trailer analysis about our Summer Islands trailer from the Schematics Team here:

https://youtu.be/F_206kBHI-Q

It was great to watch and we got some nice feedback. Also some inspiration but we're not sure about the sharks with lasers. There we saw the need for the GUI scaling. We already had it on the to-do list. But it was really important to integrate it now. If some people want to see some features they must see what it is and get the impression about it. So we added a new option where you can set the GUI scale from 1.0 to 1.7. That is really the maximum for the option window.



With these big buttons it is really nice to play, also with touchscreen. Maybe we can add a touchscreen mode or a pen mode or something like that. Also It would be nice to create a Smartphone version or a Console version. But for now, we're working hard to get a stable alpha version.

Update Log: Update from mid august [v0.0.10.1]:

Hello together,

You can really say that we just had summer break. Not only in Germany it is usually much too hot to work, also here in Down Under the heat does not exactly contribute to work. In addition, in the outback there is not really often Internet and more often no electricity. So not the optimal conditions to move Summer Islands forward.

But even if you don't manage to continue working on Summer Islands very often, you can't rest on your mind. That's why we

have worked out many buildings in the last weeks and prepared them as artwork. So that you don't have to survive the summer break without new updates, we want to present you some buildings in the following:



With the last update with the pseudo-random generator we can now generate different types of the same buildings for each field. Here, for example, different types of campsites.



But we also try to maintain the personal holiday resort of each player. Because for everyone it is important to create something unique in the game. That is why our parking system is shown here again. With this (pre-)system we want to promote the creativity of every player to make his holiday resort as individual as possible.



Another building we have created is a gourmet restaurant. Not revolutionary! But there will also be cheap buildings and expensive variants of restaurants. This gourmet restaurant is one of the more expensive buildings and will earn a lot of money if it is placed in the right place.



Something more sophisticated is the water hotel. This can of course be rotated to adapt it to all different coastal variants. Due to its modern style, this building will also be one of the more expensive hotels. The difficult thing is the positioning at a suitable coastal location.



Of course, the fun for the tourists should not be missing. That is why we have designed an open-air swimming pool. However, the building is not located around the luxury sector like the others, but rather in the cheaper sports buildings. Also with these buildings the difficulty lies to find the suitable coastal section.



And of course, what should not be missing in an open-air swimming pool in the sea: The sharks. As sabotage possibility or as natural disaster in form of an overpopulation sharks can reduce your profit of course. We are still thinking about how these occur in the game. But they will definitely be part of it (For the laser shark friends: we are still considering whether these will fit in Summer Islands;)).



Let us now come to the more serious topics of life. The basic needs of every tourist. We have designed a sewage treatment plant to meet basic needs such as water, electricity or waste. Just like the other buildings that meet basic needs, a sewage treatment plant can only serve a certain number of tourists. So you always have to have the right number of sewage treatment plants for the number of tourists in a resort. Other buildings such as hotels naturally do not want to have a sewage treatment plant next door, which makes the location for a sewage treatment plant more complex to find.



Like the sewage treatment plant, there is also a landfill site, which has the same characteristics. The location for a landfill is more difficult to find because no other building wants a landfill next door. But on the other hand, a holiday resort needs a certain number of garbage dumpers depending on the number of tourists.



Alternatively, we also had in mind the decomposition process of a landfill site. That would be interesting to see. But there is a little more risk, because the player has to keep in mind a constant renewal of the rubbish dumps. But still the decomposition process would be nice to look at :D

. Update from the 3.week in april 2018 [v0.0.5]:

Hello together,

this is a small update about the 3.week in april only. Because what we did is worth an update :)

Last week we worked hard on the loadingsystem of Summer Islands. Because createJS provides also the great PreloadJS JavaScript library. So for this mechanic we had to change a lot of things for example with the spriteSheets to some extra JSONs and so on. Especially with sounds in the future we have now the architecture to load all the files in the beginning to have everything in the cache. We know, we should have done this month ago. Now i would say every Gamedeveloper needs to do this right away.

So for this loading time in the beginning we integrated a small preview movable animation. We can change this easily in the future if we create something better.

Additionally we use this black loading screen also if you start a match. But unless you play a bigger map the game needs only a few seconds to initialize.

When everything is loaded an animation of the main menu starts. We do not really want to specify it. It's just a simple animation. But it makes a good atmosphere and you like to play a match. :)

And now enjoy the start of the game:

<https://twitter.com/SummerIslandsQA/status/988307740714938368>

In the next weeks we're working hard for a stable version. But probably we need a few more weeks for that especially with the

fine tuning. :) . **Update from the first weeks in april 2018 [v0.0.4]:**

Hello together,

i'm writing here from down under and today we have a bigger update to announce. In the last weeks we worked on a better illustration about the impact of a building to another one.

So if you build a building the building gets a normal popularity depending on the position of the building. But with a normal popularity your earnings are only a little bit higher than your losses. So you can boost the popularity with the surrounded fields.

When you click on a building, the important fields are highlighted in three different colors (traffic Light principle). 2 fields in every direction. starting from the building. The other fields will get greyed out.



- RED (negative boost): All buildings that negatively affect the selected building
- YELLOW (neutral): All buildings that do not affect the selected building
- GREEN (positive boost): All buildings that positively affect the selected building.

So for example we selected a tent in the middle of the screen. Streets are always bad fields. The Tourists don't like to many streets around a building. So the streets are red highlighted.

The bigger hotel is highlighted in yellow. So it doesn't effect the popularity from the tent.



And in the end the green highlighted fields. The empty fields are always good. The tourists like free fields to lie down. So they will give the building a boost and also the bike seller on the other side of the road.



Here you see some more examples from the Hotel:



and from the Airport:



Be aware that some buildings like the airport, harbors and so on, they don't have the possibility to boost the popularity. Because there popularity only depends on the workload

Update Log.: **First Update News:**

ok, how does this work here.

Hello together and thank you for your visit on our Summer Islands steampage.

In the next weeks we will provide you with the new features we integrated in our game Summer Islands. Like in the past we will create a new entry on our blog <http://summerislands.de/category/devblog> and we will post the update also here on steam.

Since we're doing this project next to our work we try to improve Summer Islands with every week but you never know which problems will come up in the future.

We had a good start with our steampage over the first weekend and do our best to come up to your expectations. Please feel free to join our discussions here at the communityhub. We try to answer your questions. We're really excited about the Game and your thoughts about Summer Islands!

Version ZERO (0.0.0)

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