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About This Game

In **Oil Enterprise**, you enter the multi-million dollar business of black gold as a shrewd businessman. Accept the challenge and grow from a small-scale entrepreneur, investing in your first oilfield, to a global oil magnate.

Acquire oil production rights in up to 15 regions around the world and use the potential of your oil reserves as efficiently as possible on the dynamic global market. Fulfill lucrative long-term contracts to improve your reputation and make your cash registers ring. But watch out! Make a wrong investment or fail to meet contractual obligations and your company could be in danger of going bankrupt.

Features:

- Invest in new oilfields, pumps, refineries, storage facilities, maintenance buildings, logistics and much more
- Constantly expand your headquarters
- There's no such thing as a free lunch! Stay in the black or take out a loan if needed! Always keep an eye on your numbers
- Various events, such as earthquakes, exchange rate fluctuations and accidents, provide new challenges
- 15 global regions, 90 oilfields and 20 building types

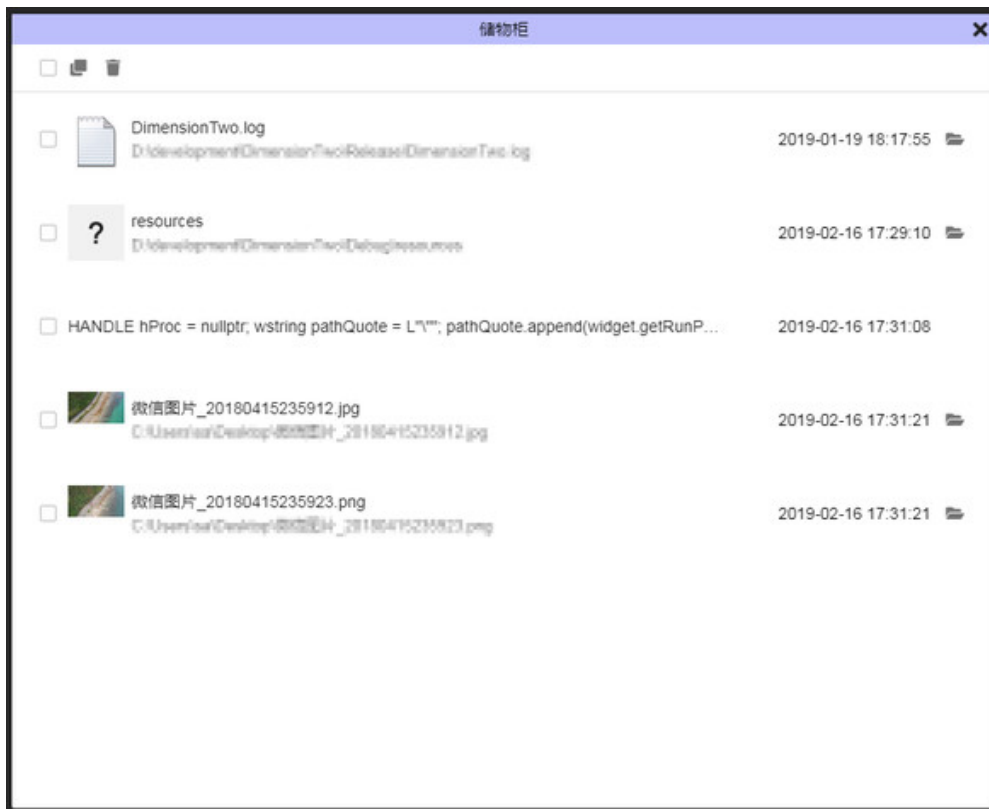
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- Two mentors will let you in on the secrets of the oil industry
 - Improve your reputation to gain access to even more lucrative long-term contracts
 - Dynamic global market
 - 20 different scenarios, free play and multiplayer mode for up to six players

Title: Oil Enterprise
Genre: Indie, Simulation, Strategy
Developer:
Crafty Studios
Publisher:
astragon Entertainment
Release Date: 20 Apr, 2016

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English,German,Russian,French,Turkish







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At \$15, there's not enough content. I suppose a few completionist types would enjoy it, but it's not for me.

I like the art, but it's too sparse, and that's a shame as the art is the best part of the game.

The writing is almost good.

The biggest downside is that the game is a serious grind and there's a timing mechanic that serves no purpose.

If it's on sale at \$5, grab it up.. one of the best fighting game in VR, Fast and action packed, but the AI needs work, All opponents are very unnatrul and olny pefrom a few atacks over and over again, and I would like to hack of a limb like in Gorn.. this game overdosed on RNG. but maybe still liked it.. AVOID AT ALL COST, WHY IS THIS STILL ON STEAM?

cant even pause it. A few years ago the developer potentially had me writing good reviews about this.... file (I wont call it a game), apparently his programming buddy has gone awol, and this game has been left in the disasterous state it was released in. I would call it a cashgrab, following the success of audiosurf, and while I really wanted to like it, it is complete trash.

2/10, pros: small file, quickly removable, at one point it had promise.

cons: all the rest.. Wasn't sure how the two game styles would mesh but went into this one blind only knowing that I loved Borderlands and quickly I found this game to be extremely addictive! So much fun and the story just sweeps you away - there are so many different possible outcomes!. I had no high expectations for this game, stumbled accross it and thought worth a look.

Consideration given for creating a VR experience and also by a single developer. But honestly in it's current state, you need a strong stomach and quite a lot of patience to enjoy this.

The controls don't feel awfully polished and given i couldn't even pick up the first gun, first mission all i can say is at this point if you wish to buy, you may find some enjoyment, but more so just help the dev honestly. They've gone the ambitious route, which is a lot more promising than a 30 min VR demo.

. I'm not sure this is going to help the dev now or if anyone will ever even read this, but I changed it from the negative review below. Issues are fixed.

Here's the story:

The Dev abandoned this game, I guess because of inexperience. He moved on to eventually create a similar but better game called Panzer Doctrine. When THAT first got released, a number of people, me included, were like,

"WTF, dude? We paid you already for an EA title, then you go and abandon it, do the work to fix it and add some nice new features, and essentially release the completed game as a new title and try and charge for it as an EA game again?!"

At first the dev didn't respond well to that, banning people and deleting threads. Then he gave it some thought and said, "You know, you guys are right. Sorry."

And he was completly sincere about it. He unbanned people that he'd banned, restored the threads, then came back and fixed this game even knowing that there was going to be pretty much 0 profit in doing so.

I give the guy a lot of credit for acknowledging his mistake and going above and beyond like that to fix things. You don't see many sincere apologies backed up by action on the internet.

Anyway, now that it is fixed, Land Doctrine is worth the money. It's a RTS game with a more realistic approach than usual to

developing tanks, training and equipping infantry, and taking/holding ground.

And as I said before, he's got a similar but more advanced game out called Panzer Doctrine if this game works for you.

Land Doctrine is a great concept and looks fantastic for the first couple of hours of so, but then you run into more and more balance issues and little annoying things that add up. In the end I have to say, no... I wouldn't recommend it.

For example, infantry are OP. I've got a city that is completely surrounded by massive amounts of enemy troops and tanks. They constantly attack it, and I just as constantly send them packing with huge casualties. There are no supply chain rules in this game, so even in a surrounded city, I can reinforce my stranded battalions with no penalties. And since my new infantry are maxed out in all of the training categories and my units are getting experience from each win, and are insanely dug-in... they're Spartans now. I don't think a nuclear missile would dislodge my infantry at this point. All of my infantry-based units are like this.

You can't co-ordinate your attacks. So in the case of my surrounded city, the enemy can attack from 4 different directions and do. But you can't tell units of different speeds to stick together and attack at once - even if they're all attacking from one direction. And co-ordinating attacks from different directions at once is impossible. So attacks with large amounts of material end up being fiascos.

Little bugs and lack of cleanup...

like some of my units can no longer move. They're still there, they presumably would defend themselves if attacked, but they have a speed of 0.

If you've got units that are all in the same place, you often can't select the particular unit that you want to look at.

If you design tanks, you can't delete those designs later. And the dev went with buttons to select tank types instead of a drop down menu, so at the end of a game you have buttons all over the place when you want to select a tank.

All of this is fixable. But the dev has said he's not going to put much effort into fixing the issues with this game unless he finds a publisher, which seems really cavalier to me. He's an indie dev on an indie dev platform selling to people who tend to go for indie games, but he doesn't actually want to be an indie dev.

The point of Steam is that you don't need a publisher anymore. And I paid money for this Steam product just like I'd pay for a title from EA or Sega or anyone else.

If issues get updated and patched, I'll change the review. But what I've read regarding impending updates doesn't make me optimistic.

There are serious issues with this game as well as the developers and business direction. There is a huge bug where you cannot kill enemy bases that are taking over every sectors of the game. Even with the latest version of the beta 2.50 the game feels very early access and many of the features you'd expect from an X series are not there.

Per the Developer

"We are aware of this issue and do plan to work on it, but as previously explained it is not as simple to fix as it might seem. There are existing threads on the subject, most of which are both more descriptive and more constructive, so no need for a new one.". This is the DLC that will make you click the hardest.. This is another game where I wish there was a "maybe" option between yes or no as far as recommending goes. On the one hand, I liked the look and feel. The sounds creeped me out and were great! On the other hand I hate games that have no save and there was almost no story line/plot. In the end I decided that I liked it enough to give a weak thumbs up.. Interesting Creative Paint App, Thought some tools shown in the teaser are non existing yet. A little expensive for its current features though better than those other costly Creative Paint Apps. Looking forward for the updates since the program is still in Beta.. This game is old and hasn't aged well in terms of graphics, however is fun to play and takes up like, what 24 kb or something. Would recommend - while on sale. Dear Red be a smart girl and dont buy this!. Fantastic remix by A_Rival and FamilyJules7X and even with FLAC. As for the epic original OST, these tracks really push you forward, when you play as Melody and Aria.. This would be my favorite of all three. Done in the same style as the first two, Star Sky 3 takes things a step further, complicating 'the journey'. I enjoyed it.

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