Evopollution Download] [PC]

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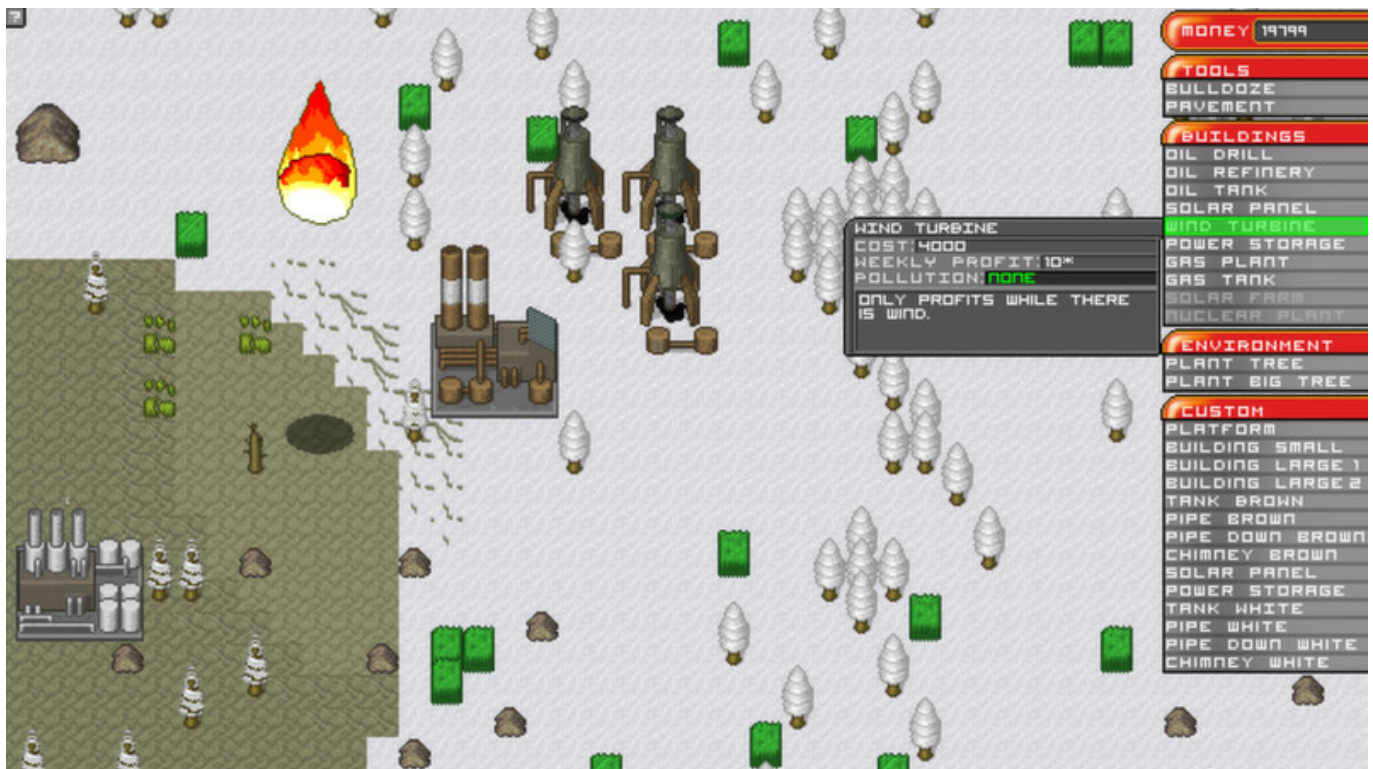
About This Game

Create oil drills and solar farms in the business strategy game Evopollution.
Your aim is to turn the money you start with into $1,000,000 out of the profits you earn from buildings like oil drills or gas plants.

Beware the pollution you create, if an area becomes too polluted it could summon meteors, lightning or even a giant worm creature that could destroy your hard work.
Maintain your world with trees and keep the pollution low, or even go green with solar panels and wind turbines.

Play on areas like the mountains or the snowy plains, earth not hard enough? Try Mars instead and terraform the planet back to its original state.

Game Features

- 5 Randomly Generated Maps

- Beautiful Pixel Art Graphics
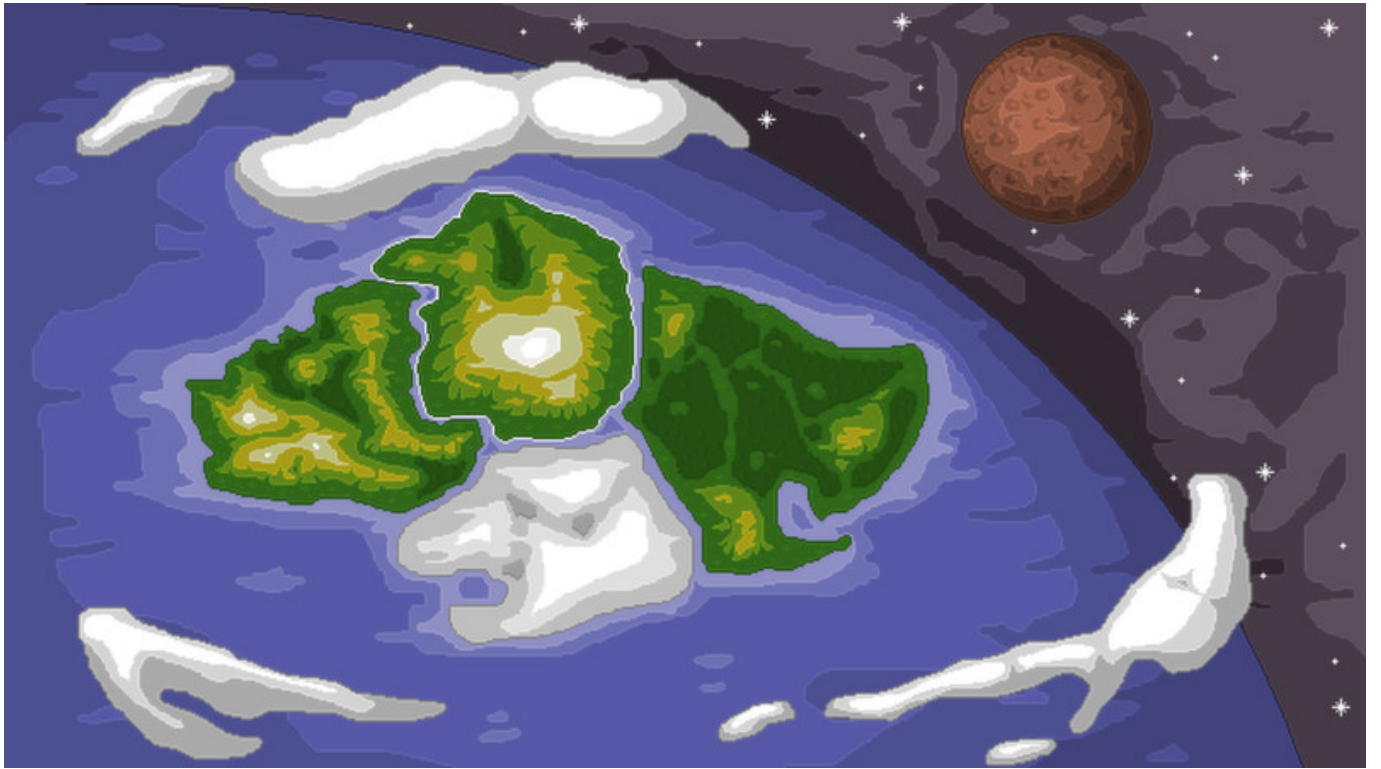
- Original Soundtrack

Title: Evopollution
Genre: Strategy
Developer:
Atapki
Publisher:
Atapki
Release Date: 23 Apr, 2014

 a09c17d780

English

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This game is quite addictive if you know what you are doing, it is really use freindly.. I myself enjoy this game. I think the graphics are very clean and clear. If this game was rated with stars I would give it a 3.5, and here's why:

-(According to other reviews and posts) The game NEEDS a gauge showing the amount of pollution and the amount of purity. Personally, I think there should be a mode or a button to reveal that information; areas being affected by pollution, areas clear and 'healthy', etc. And these areas should be color coded to the effectiveness of the buildings and enviroment. (in this special "mode", it would be good to include the amount your buildings are making.)

-A lot of the gameplay is very inaccurate, for example the "Nuclear Plant". In a real life situation, nuclear plants are in favor of the enviroment, not against.

-More buildings would be GREAT! and the ability to technologically advance your tools, buildings, enviroment, and custom would be a smart decision. This would allow for a more diverse gameplay experience.

I do love the game but it is missing a lot. If the devs are still with us, please see what the community has to say. Thanks! :D

(I will turn my frown upside-down when I see improvement.). Evopollution is a great idea, a great concept, and even because of the mostly bad reviews, I bought this game. But even if the idea is good - it was badly executed. The game is just plain boring, you wait - and wait. And wait And wait. 'Till you have a million bucks ingame. There is no fun goals to aim for, no replay value, and after 30 minutes you are already sick of the game. But the graphics are well made - and with more objectives, more gameplay value, and other additions made, this came could become actually better. Consider making changes to boost the game's fun, and I will consider turning this into a positive review.. Recommend to try. If you don't like it refund. It's pretty neat having to balance pollution with trees, but very tedious afking when you finish building all you can.. Evopollution has a great concept, but it has terrible execution. In the game you produce energy by building things like oil wells, gas plants, solar panels, and windmills to make a profit. However if you allow your island to get too polluted, accidents happen and destroy your oil wells and gas plants. You can try to mitigate this pollution by planting trees, but since the game doesn't give you a solid number on how much pollution you are producing and how much each tree can counteract, it is nigh impossible to make a decent profit with anything but solar panels and windmills.

Another problem with the game is that once you have optimized everything to make the most profit possible, there is absolutely nothing left to do until you reach your goal of $1,000,000. When you reach this point, you can pretty much leave the game running and do something else until the goal has been reached.

Overall I would not recommend buying this game. It is not fun, it is not engaging, and it is not worth your time and money.. Don't be deceived by the screenshots that seem to show an interesting game with nice pixel graphics. This is a "waiting" game like cookie clicker. You buy structures and wait for your money to go up. That's it. The map generation is irrelevent; where you place structures is irrelevent.

This is an almost content-free game. Please don't buy it.. Honestly, this isn't a bad game. But to say it like that is to be a review lost in the torrent of negativity this game somehow got spread onto it. It's less of a game, more of a parable, but it's a cutely presented parable that plays well enough. Might be a little high priced for what it is, but it's not even close to what the majority of the reviews make it out to be. Give it a try, even if you decide to refund it.. Though I do think this is a good game fundamentally it is flawed. The concept is pretty cool. Here are my thoughts and make your own decision.

1. It should be more options for buildings, there are other methods of green energy other than solar and wind, so that should be expanded upon (unless it occurs in later levels im still just playing and going).

2. The Purification vs. Pollution mechanic needs to be elaborated on, trees are pretty crappy at removing pollution and the pollution can accumulate really really fast! There should be options to eliminate it better.

3. Nice weather and daytime mechanic for the green energy. But the night time lasts pretty long compared to day time so take that as you will.

4. Pollution is difficult to control even on the easiest settings, this relates to #2 but still. There should be a gauge to allow the player to see the balance between how you pollute vs how you repair the environment.. quot;nope" is enough i think. Tough game, a definite challenge on harder levels!

It LOOKS like a management game, but underneath there really isn't any gameplay going on. There's no real management of your pollution, no risk vs reward, nothing much really.. You can't win with pollution inducing buildings... I tried to build a ton of them and the money spikes up till everything naturally and their mother destroys everything I own.

So eventually I stick with all the clean hardwares and so much unnecessary time it took to finally get a million. I did other things to wait, I wasn't going to sit there. And that's about it, completely anti-climactic. I decided to get any fun out of this, I was just going to end it planting the most pollution inducing and just cover the world with unlivable dirt.

It also seems to bug me that the music is the same throughout which gets annoying, especially from alllll the painful waiting. I guess at some point I was hoping it would change to a dark setting when you pollute the land enough but no it stays the same... which sounds weird in a world that looks really dangerous to live in.

The fact that I had to wait and do other things in order to win is a poor excuse of a game. I was hoping this was sort of like Simcity but with some pollution mechanics to it. If there's a better game to just wait all day, I'd rather just go to the DMV. It's at least somewhat entertaining watching various people do things there.. A very poor made game. I studied about energy and thus expect more than this, but the concept is nice. Hopefully there will be more games in this kind.. Game is simple. Easy to tell what the devs political stances are. Nuclear power creates more pollution than oil and gas combined (under normal use). Trees cost a constant flow of cash for upkeep... Scored an F- but wasn't told why (time? because they hate teh idea of nuclear so much that they just straight up fail you if you use it? Some hidden goal that isn't ever stated?)... The devs have obviously not done any research into how physics works... or they were just trying tro make a game out of half the mechanics they should have used for a real game... Would not recommend. Wish I still had the $2.50 I spent on this.. No idea what I was thinking when I bought this game back in 2014. Falls way too short on stuff to do.. For the price I figured it couldn't be so bad that it'd be a complete waste of money, but unfortunately I was wrong. I made the mistake of looking at the images and description of the game and seeing perhaps a newer version of SimEarth or something similar, and as I love simulation games figured "what the heck".

Lesson learned, always scroll down to the reviews. Absolutely would have avoided this if I had, as everything that was pointed out in the first few I ran into almost immediately.

Oil rigs are the first things you build, in order to unlock oil tanks, then refineries, etc. You have to build one of each building to get to the next level, although solar farms appear to unlock but you can't actually build them (bug?) without perhaps building gas plants first (which I refuse to do based on the "VERY HIGH" level of pollution).

Oil rigs have a low level of pollution, yet within minutes the ground is brown and trees are dying, and even planting a medium tree or two (which more than take up the tiny amount of profit from the rig) makes no difference that I saw. Clearly something that's "VERY HIGH" or in the case of the nuclear plant "VERY VERY HIGH" would just obliterate my map in seconds, right?

The correct strategy is to build a number of cheap solar plants, then stack the rest of the map with power storage facilities. No roads, no trees, just stack them. This gives you the maximum amount of profit, and then Alt-Tab for 15 or 20 minutes and you win!

Clearly this is less a game and more of a propaganda piece, as no matter what you can't actually win by using polluting types of profit, since cost of trees offsets the profits and without that you get worms and meteors up your\u2665\u2665\u2665\u2665\u2665