Supreme: Pizza Empire Download 2gb Ram

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About This Game

Welcome to Supreme, your guide into the euphoric world of pizza! Who doesn't love pizza? You? No need to lie. Supreme takes you to a world in which you own and operate your own delivery business. You decide how it all plays out and the game changes at every turn!

In Supreme, you will take your pizza shop from cesspool to empire. You'll start out as an individual, making and delivering the pizzas all on your own. You'll manage things like inventory, eventually earning enough capital to upgrade your shop and start hiring employees! However, it's not all fun and full of pepperoni. The world is cruel, and will throw problems your way at every turn. Mobsters will demand protection money, corrupt government officials will turn to you for help, the competition may even rob you blind.. The world will either bend to your will or take your corporation down... how you handle them is entirely up to you. The choices you make will alter the very dough of reality.

You can stay in one measly shop, sure. But where's the fun in that? You could expand in your region to dominate sales and front your company as the best around. Expand your business to be worldwide and crush all the competition. Buy them out and put their employees to work for YOU. Supreme will help you acheese the greatest Pizza Empire never before seen on this planet! (It's been seen on the moon though.. you know.. since it's made of cheese..)

The best part is? It all belongs to you! The big cheese, the top pepperoni, the head chef, the SUPREME Overlord of the world! Whatever title you may want to go by, it is all in your hands. (And our stomachs.)

Things you might face on your journey include but are not limited to:

- Corrupt governments

- Angry employees

- Theft

- Mobsters

- Car flipping goodness

- Bankruptcy

- And much much more..

We are always expanding on the events in the game and the way in which they effect your corporation and your world domination plans, so you can never quite tell what will head your way next!

Title: Supreme: Pizza Empire
Genre: Casual, Indie, Simulation
Developer:
Nexeon Studios
Publisher:
Nexeon Studios
Release Date: 9 Jan, 2015

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Minimum:

OS: Windows XP SP3

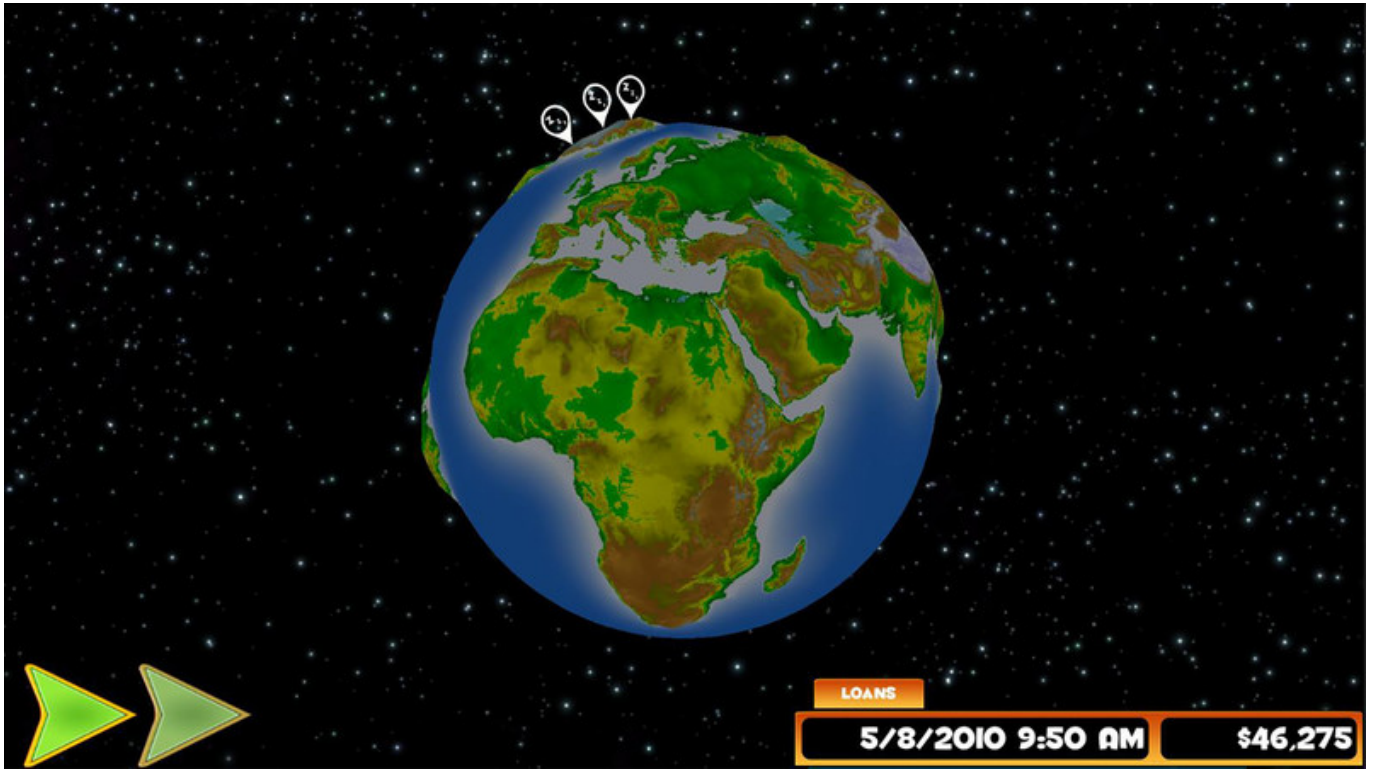**Processor:** 2.0 GHz Dual Core Processor

Memory: 1 GB RAM

Graphics: Integrated (512MB)

DirectX: Version 9.0

Storage: 500 MB available space

English

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Late game gets a bit more fun but most people wont get there as the basic gameplay is so repetitive, tedious and NOT FUN!!! Too much mindless clicking and not enough fun management IMHO. This game is great! It's under the "Casual" section for a reason... It's just a chill game about running a pizza shop! I would compare it to Lemonade Tycoon or Game Dev Tycoon, but even more in depth. Not only do you run pizza shops, you get to MAKE the product you're selling. I did a video though if you would like to see how these elements actually play out. :)

http:\/\/youtu.be\/NAvtxgakRLY

The scenery looks awesome, the gameplay mechanics are easy to learn and it's a lot of fun. I think this is one of those games that simply isn't meant to be taken too seriously. As I always say though, do some research before spending your money. :). I was trying to find similar games to the abandonware Pizza Tycoon from 1994 and found this. I saw this is about building an empire, you get to expand your stores, there's mini quests involving mafia, there are competitors, and you make your own pizza.

Sadly after playing this for a bit I realized the two games are nothing alike, and comparing the two really makes this feel unfinished. Despite some patches that improved previous complaints, things still could be better.

For example, one of the quest is to make X amount of 'perfect order', which involves perfect cooking, and perfect delivery. But despite the in-game feedback telling you the food was cooked perfectly, you still do not get the credit. And to achieve 'perfect delivery', it requires you to complete the task within 1\/2 of the allotted time, and isn't possible unless you are breaking traffic laws by driving 70+ mph, going through sidewalks, running red lights and driving in the incoming lane, which seems rather ridiculous and breaks the in-game SoD quite a bit.. It was good when I bought it in Alpha, and it only keeps getting better. It's like running your own pizza shop make pizza deliver it and as you get better rep and make more money you hire people, eventually managers and buy more locations to start your pizza empire. Although it sounds easy, it takes some strategy and planning to be successful and be able to micro and macro manage your pizza empire takes practice. There isn't anything quite like this out there I'd give it 10\/10.. Well what can I say, I started this game thinking that It was gonna be an easy run. I had hoped of starting my own pizza company, working my way up through the ranks of the local pizza shops.. Boy was I wrong..

I've gone bankrupt, I've had to take out loans, I've wrecked my car 150 times and I've had to sell my kittens...

If you buy this game, expect to rage at some point.. but but but, the main thing to remember is: "Love the rage". The game is great from the start and you'll have loads of fun with it. I haven't gotten fully into everything yet but it is a good game and worth playing it through to see what happens.

9\/10 ~ Needs more Ducks.. I've played way more time management & simulation games and put more hours into them than I'm willing to admit. This one really falls short. I'm actually surprised to learn that this isn't an early access game.
 - UI needs a lot of polishing. There's literally a part of the interface where if you have nothing selected, a screen just reads "NO."
 - Parts of the game occasionally freeze\/lock up. There's about a 50% chance that when I see one of the "clean up for the health inspector" minigames that it'll freeze in some way or not count down the game tmer.
 - The parts of the game that should be fun, like making orders, are more tedious than anything and it's very difficult to measure if you're improving on your pizza making skills at all or if it's just a total crapshoot on whether or not you get a perfect order. It just generally results in you having characters perform all tasks for you and you just click\/drag icons to people's faces.
 - It just feels very clunky and unfinished. Hard to describe, but it has that very general "this game is not done" feeling.
 - Delivery part is the most fun, but the navigation is weird, the map doesn't show your destination, and as you buy car upgrades the cars seem to actually get worse in terms of handling and helping with perfect orders. Who would've thought that hitting the breaks on your car would flip it frontwards, implying that the pure stopping force of your breaks is stronger than the pull of the earth's gravity on your car\/it's weight. aka upgrading your car turns it into tissue paper.
 - It's too easy. I found myself able to purchase every single upgrade every single day without having to choose any tradeoffs or have to play the game more to save up for things. But, with the way this game plays, that actually seems to be a benefit.

I seriously love all food related games and really wanted to love this game, but it's just hard for me to play more than 15 minutes at a time without getting bored with the game mechanics & feeling like it's missing something.. I was very disappointed by this

game, to the point where I had it refunded. I had been looking forward to playing it for a while, but I found the gameplay mechanics to be too frustrating to be fun. My main problem is with the pizza making, it takes way too long to make the correct pizza orders, having to click and count each ingredient 20-40 times when you have 4 ingredients on just one pizza (and orders often have multiple pizzas) just isn't fun. I wasn't that impressed with the rest of the game either, upgrading ingredients and delivering pizzas which I was looking forward to, got old quick. I can see that some people like this game, but if you're a perfectionist like me and want to make perfect orders, I don't think this is for you.. VEEEEEEERY steep learing curve. It seems like no matter what you do, you always put on too few toppings. There doesnt' seem to be any indicators of how much is "a lot" of pepperoni or "a little" either, so no matter how much or how little I put on, the customer feedback was the same, -- "Did you even bother to put on any toppings?" Very frustrating.

Then you have to deliever the pizzas yourself, at least at the beginning, which is harder than it should be. There's an AI arrow telling you where the house is, but it doesn't actually tell you where to go. It tells you "as the crow flies" where the house is, which may or may not be where an actual road is. This results in a lot of missed deliveries because you flip your car over or crash into a house because you turned where it was indicating but it ended up being a dead-end. In this modern world of GPS, you'd think they coud've put something a little more accurate like that in the game (maybe it's an upgrade later in the game, who knows...)

Eventually you do earn enough upgrades to hire employees, which significantly improves your customer feedback (since the computer is now making the pizzas and delivering them for you). Still this quickly becomes a very tedius repetitve thing where all you're doing is clicking on "Yes, employee, please make this pizza for me...." "Yes, employee, please deliver this pizza for me..."

I feel like this game wasn't sure what it was trying to be. This either needs to be a more functioning simulation that gives you feedback on how to improve your pizza making skills or it needs to be a more automated tycoon-style game that you don't have to remind your employees every single time to start the pizza, deliver the pizza, etc.

I played this for about 2 hours. I finally ended up with several employees, and didn't think I was doing too terribly when one case of food poisoning put me out of business. Instant game over with no way to get back any of your progress. Sooooo frustrating. I definitely won't be playing this again.

Not very good. Works, doesnt look or sound very good, driving gameplay physics and feel are terrible. Pizza making gameplay done before, and better. Overall stale and repetitive. Not really something i'd reccomend, especially not at the current price.. I'm sorry I bought this game. The delivery time counts down so fast I never get the pizza there. There's no tutorial that I can find. At first its just the phone that you can click on and alerts and everything is so fast. Apparently I can make a good pizza but I don't 'drive' well enough to get it there so I don't earn anything, this is not fun. A tutorial for new players would be nice with extra time to learn how to drive with a keyboard would make sense. I'd like the option of slowing things down in the options menu, but there's nothing. I can't see myself playing this again anytime soon.

. this game sucks. While this game has it's entertaining moments, it is not worth $13.99 in my opinion until they add some more features. The gist of the game is throwing on toppings, and driving through a small town in a car that's hard to control. Also, I hit a glitch after flipping my car, where my shop consistently lost $-7 a second, and made me up to -$15,000 in debt until I rage quit.. Was actually more fun to play when it was in the most beginning stage of production.

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