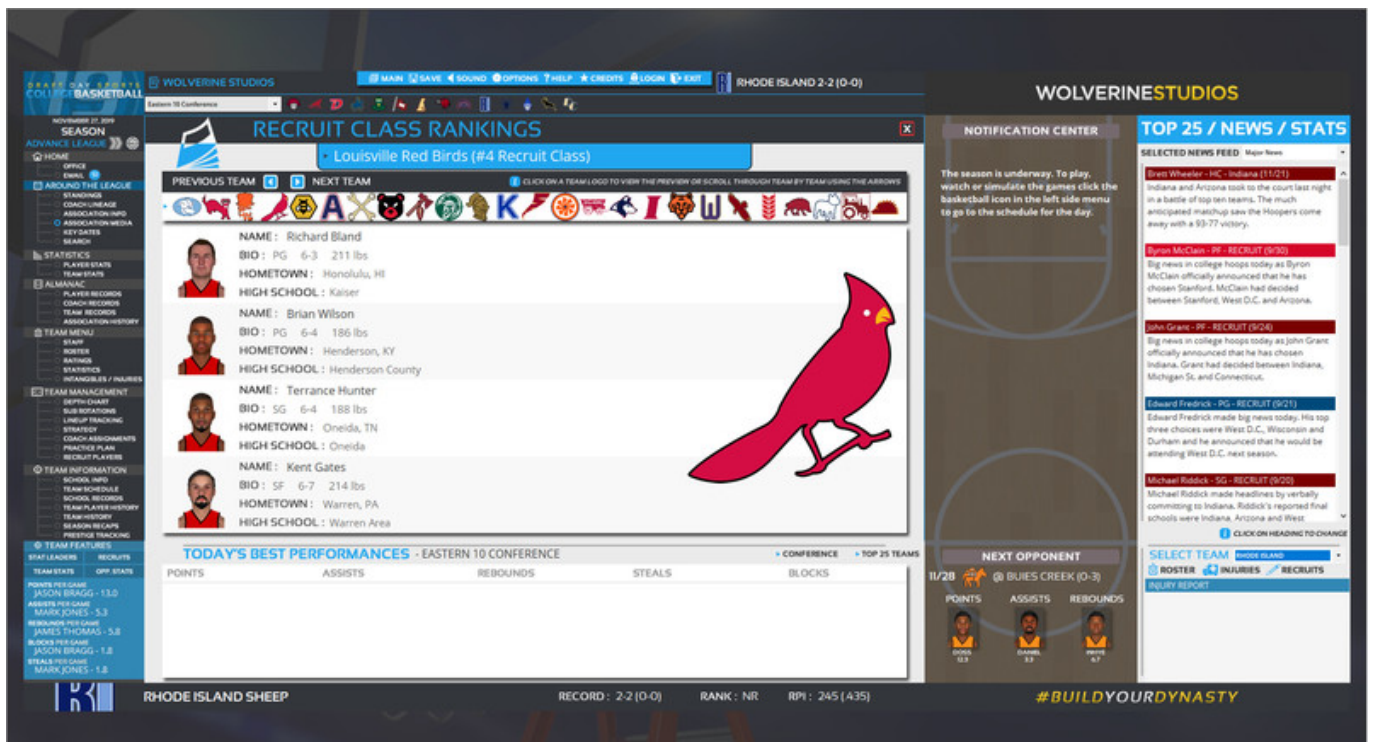


## Summer Islands Free Download [Password]



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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.*

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

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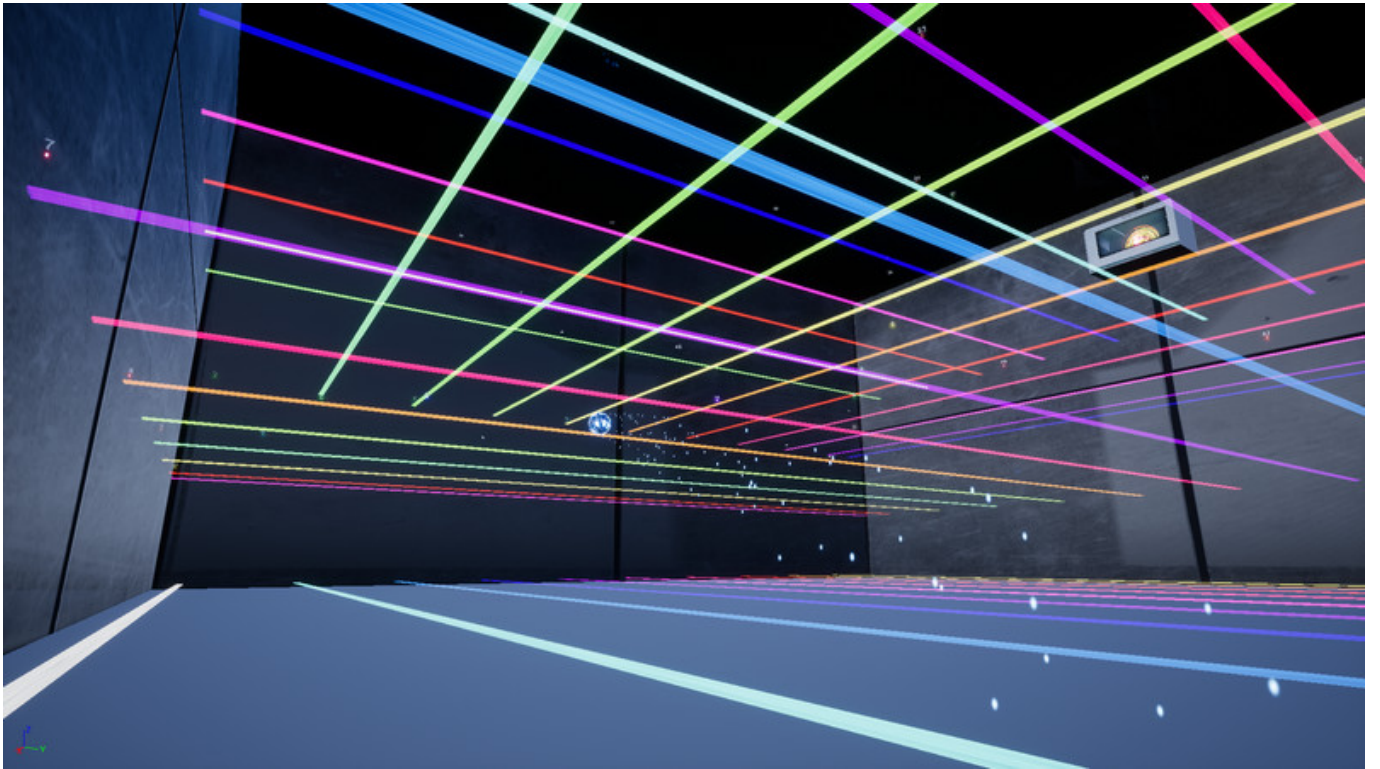
**Minimum:**

**Storage:** 400 MB available space

**Additional Notes:** coming soon

English,German











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### **Update February [v0.0.19]:**

Hello together,

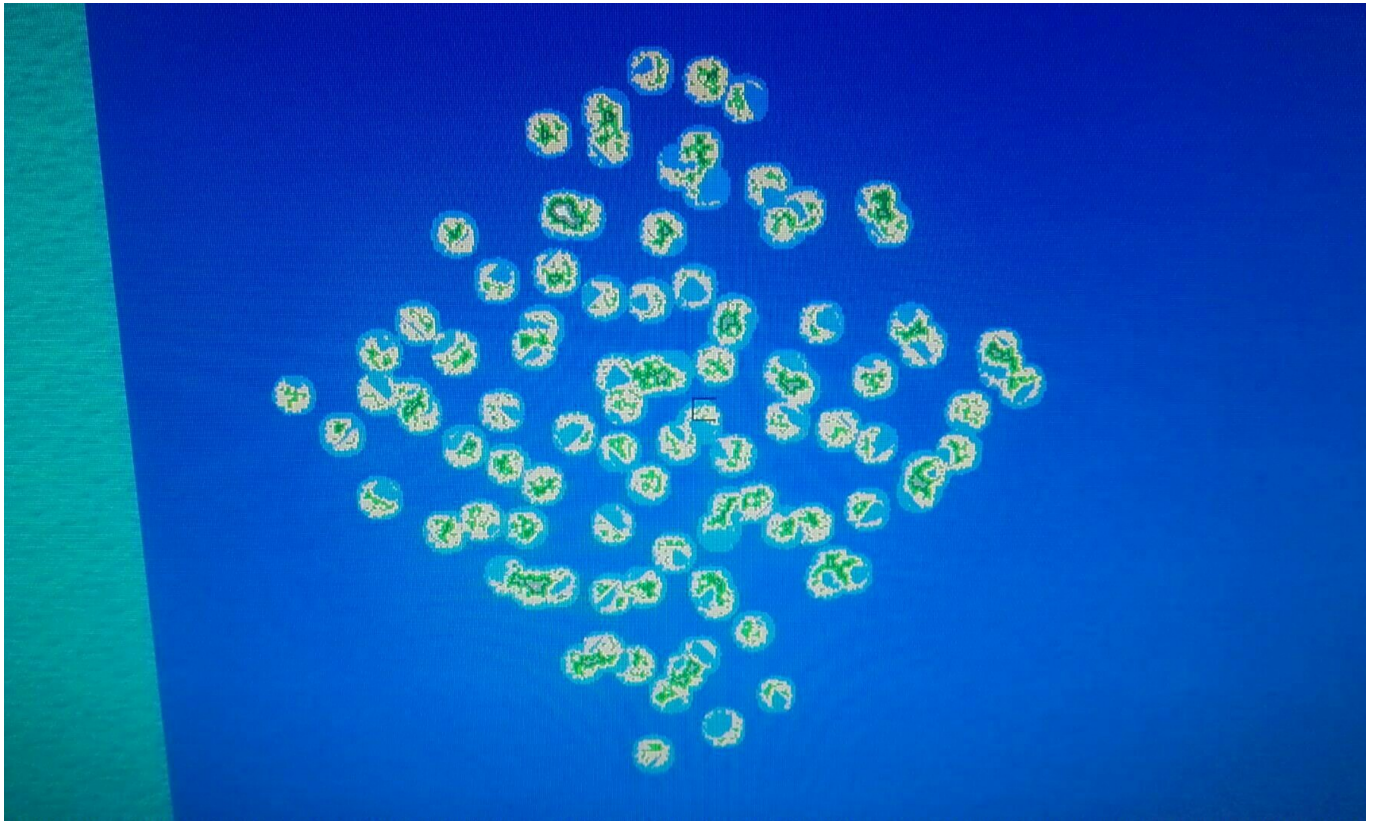
this time there were many improvements to the Basic Game Principle to meet the requirements of Early Access. We are getting closer and closer to the goal to get a stable version that includes the basic Summer Islands mechanics and can be extended with bigger updates in the future.

You can read from time to time how the Steam marked is flooded by unfinished Early Access games and how they don't get done. This will not be the case with Summer Islands!

We have made many improvements in this version and implemented mechanics that should have been integrated for weeks. The biggest internal finetuning changes have been in the BUILDING COSTS and in the calculation of the POPULARITY of the buildings. In addition, work was also done on the MAP CREATION.





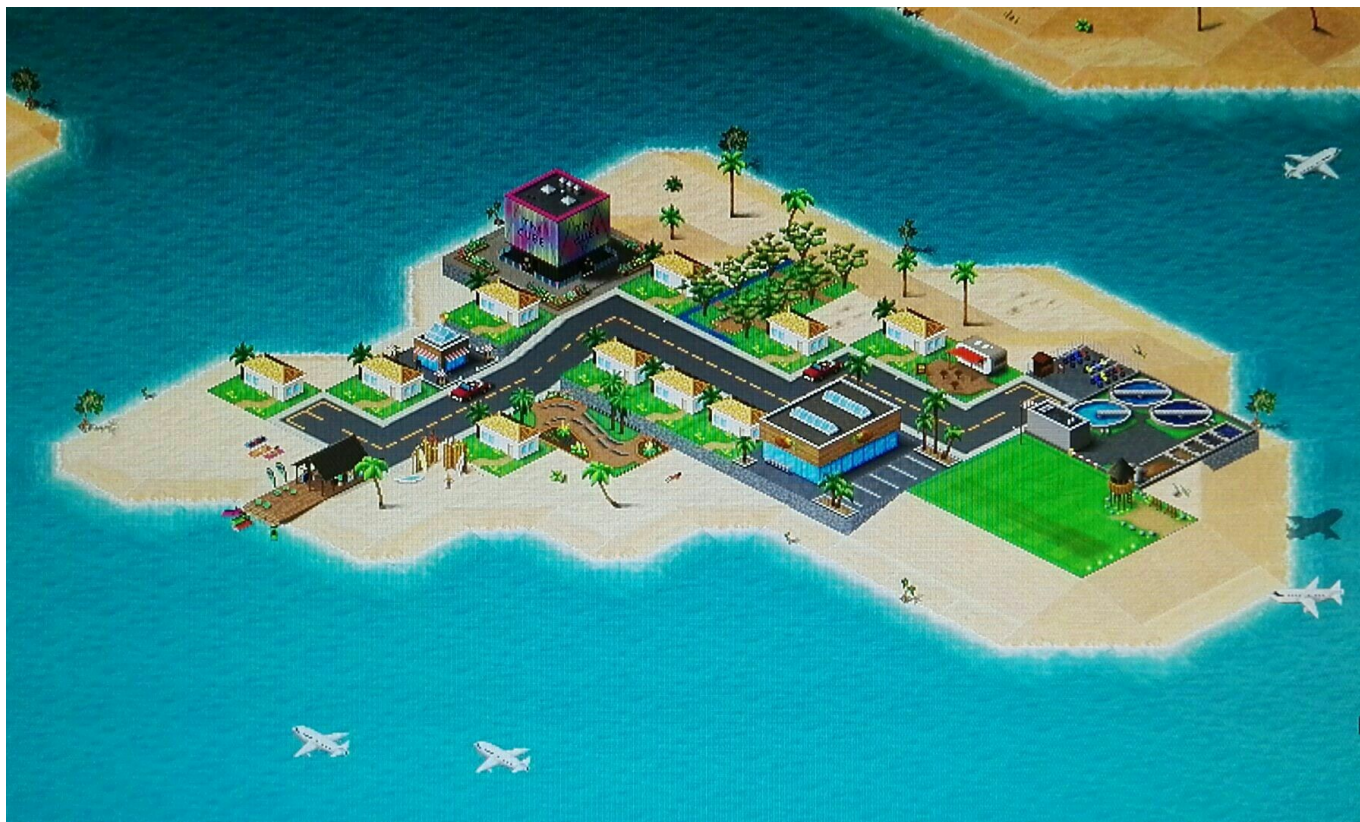


A few smaller architectural restructurings were carried out, e.g.

- We did this during the creation of the Minimap. Since the creation during the runtime requires a lot of resources, we placed them in the server that sends a PNG file to the clients when the game starts.
- Each player now has the ability to customize the building colors according to flat or normal mode.
- The maximum water depth has been extended so that a more beautiful transition from dark to light water is possible.
- As soon as a bridge part is destroyed, the surrounding bridge parts are destroyed sequentially.
- The starting year was set to 1990 for aesthetic reasons. :)
- A more complex insurance calculation was integrated.
- A long required allocation of the buildings on the basis of IDs was realized and integrated into the individual areas.
- A smoother movement was integrated, which gives the player a better assignment of the direction of movement.

In summary, a lot of work was done on smaller extensions and bug fixes. Many mechanics are already integrated in a stable way. A large part of the still needed work lies in the visual improvement of buttons, explanations or the missing tutorial. But let's face it, who is still playing a tutorial these days? :)

A knowledge database/help center with short explanations might be the better choice. But that will not be decided until the next few weeks.



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). Update from mid october [v0.0.12]:**  
Hello together

in the last weeks some great features have come together in Summer Islands which we want to present to you in this update. These are not all essential for an Early Access. But since you want to suggest a certain atmosphere in early access, which the players can adjust to, such features are indispensable. We are also getting more and more into a certain planning phase in which we work out which future updates there will be and which functions represent a basic basis that we absolutely want to integrate for early access. So in early access you have to re-evaluate Summer Islands after every update because the feel of the game is constantly redesigned by the new features.

Now we come to our updates of the last weeks. On the one hand we used some stylistic means to improve the atmosphere. In short, we have integrated clouds that float across the screen from time to time. This subconsciously creates a much more lively



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game world.



Furthermore, we have added a new natural disaster: Earthquake.

The player is informed that a natural disaster is approaching and the earth is already shaking at a certain point with a certain radius. Of course the buildings can be destroyed and the terrain changed.



In the next weeks we will focus on improvements of the basics so that a basic game process can develop and these game functions run without bugs. Thank you for your patience and we hope you will be so excited about Summer Islands like we are.

Update Log: **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:

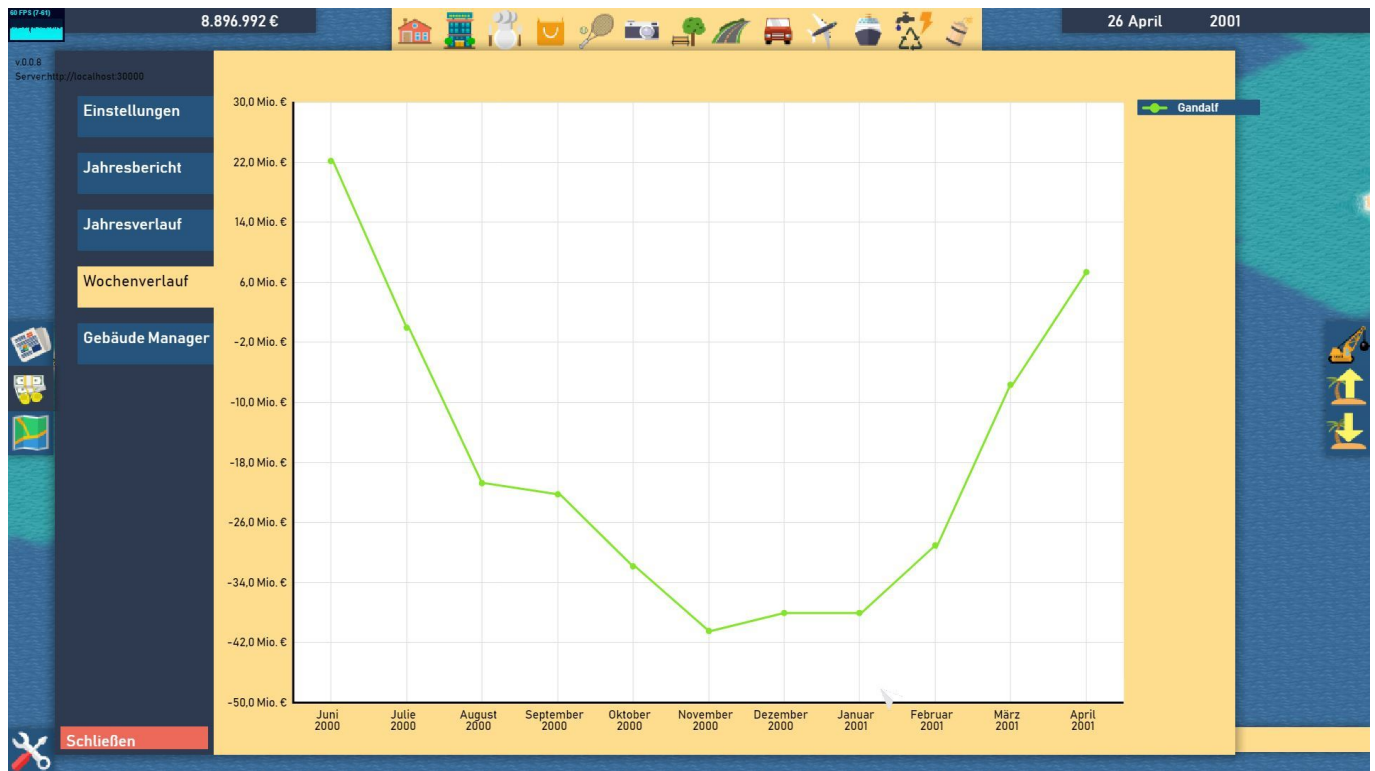
<https://twitter.com/SummerIslandsQA/status/988307740714938368>

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



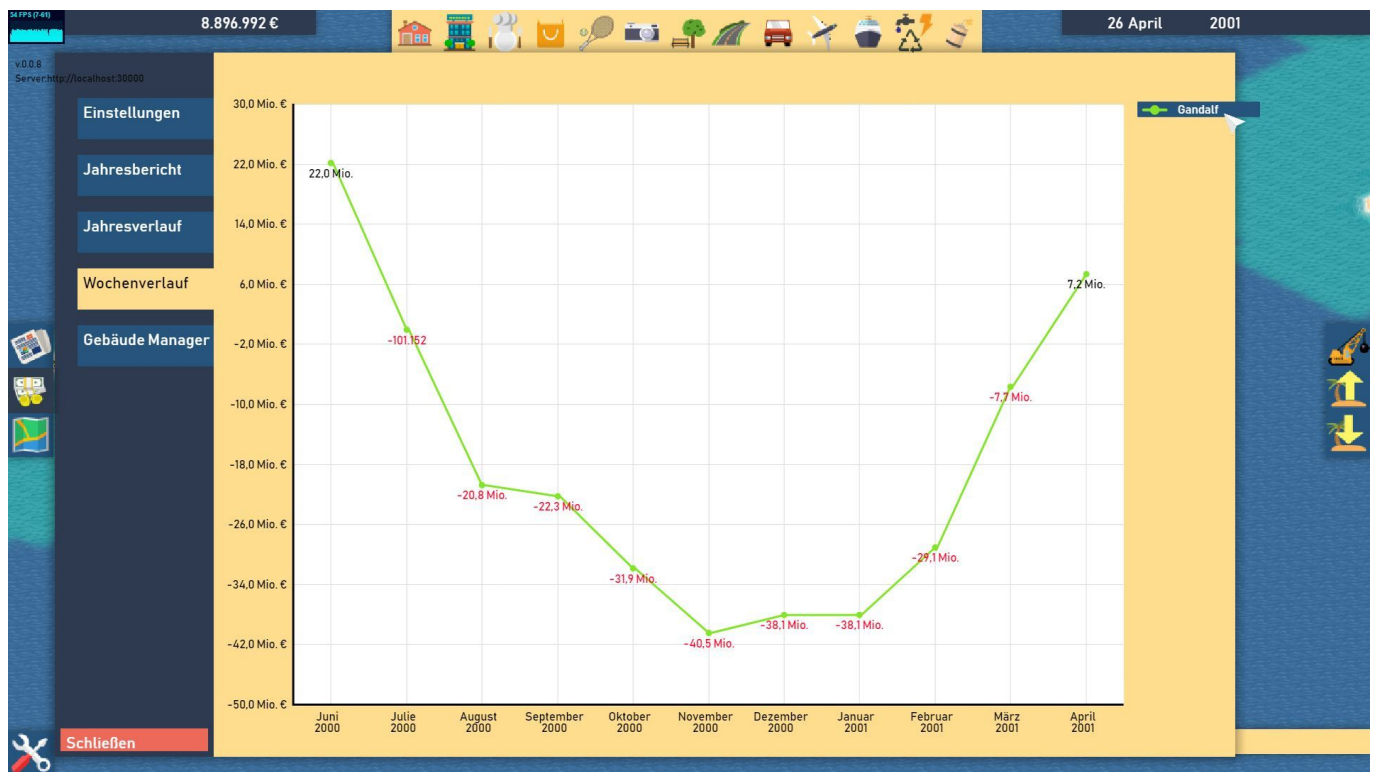
fine tuning. :) . **Update from mid-June 2018 [v0.0.8]:**  
Hello Together

With some delay because of the bad internet coverage here in Down Under comes the next update.  
The last two weeks we have devoted ourselves completely to the financial charts. These had previously only been implemented as temporary displays. Createjs offers complete freedom because there are no pre-built objects either. Therefore we have improved the axes labels and the legend of our previous tables.



Since you don't always see in detail in the table in which point you have how much money, there is the additional function to move the mouse over a name and thus display the exact numbers in the table.





There are two different tables. On the one hand, there is a monthly table that displays 12 months by month. On the other hand, there is an annual table which always shows 10 years at yearly intervals.

We have also created new textures. There we are currently working on a parking system that you can create individual parks from individual blocks.



We hope you like it.

Update Log: **Interim balance 2018:**

Hello together,

today there are some news that you may not be so happy to receive or that you may have thought you already had. WeHello

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together, today there are some news that you may not be so happy to receive or that you may have thought you already had. Unfortunately we will not get into our planned time window with the early access in 2018 anymore. We are very sorry about that and we know how much some of you were looking forward to it.

As you have seen, we have been trying hard over the last few weeks to get into an early access stage. Now we've decided to stop all of it...just kidding! Our planning is as follows:

Early Access release in Q2 2019 at the latest.. **Update february 2018, v0.0.1:**  
Hello together,

These past few weeks in the end of february have been so hard. Not with Summer Islands but rather with the work next to Summer Islands. Especialy with the end of the Masterthesis. But now it's over and we can focus on new features for Summer Islands!!!

In the last weeks we focused a lot on improving the AI. Summer Islands isn't only focusing on your economy and the weather conditions. The AI must challenge you and you should consider carefully to build something next to the AI or when you attack the reputation of them. We wanna build a realistic AI.  
So in the first steps the AI will analyse a small part of the map and will create a little base. like you would do. For these few functions there is already a lot going on on the AI. To be a realistic AI, first they must build a few buildings, rethink the area and so on.

On the client side we implemented a zoom function. With you mousewheel you can zoom in and zoom out to the point where you cursor is. Now you have the possibility to watch all the small movements, for example from the cyclist.

Here a preview:



In the next weeks we try to implement some new features for the nature. It will probably change the complete look of the nature.

Update Log. **Update from mid november [v0.0.15]:**  
Hello together,

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also this week we have made a good progress with new features so that we came to a version. For all those who are longing for early access. We have created a good todolist with basics that should be bug free implemented for the early access. We are already working through the list intensively.

To our new features. We've made the biggest change in the news display topic, we've implemented a news banner. So a band at the bottom of the screen informs you about the news from the game world. If there are important news this band turns red and there are additional buttons. By clicking on the buttons you jump directly to the current natural catastrophes. So you always stay informed about the current important events. If the banner takes up too much space, you can of course hide it.







With the news banner we have implemented the natural catastrophes so that they can appear now with a certain probability distributed on the map.

Furthermore we have extended the sabotage menu with cockroaches and the bribery of construction time. As soon as you sabotage an enemy building with cockroaches the condition of the building decreases drastically. This loses the building to arbitrariness and the enemy loses his source of income. The construction time bribery doesn't only work with enemy buildings. If one of your buildings is still under construction, you can bribe the construction manager to reduce the construction time. Conversely, it works for enemy buildings. With these the construction time is extended. The opponent loses more money because of the constant costs and because the neighboring buildings don't want to have a construction site next door, they lose popularity again.

With the buildings we got also some new ones implemented. A shopping center was designed and integrated under the category Shops. The building is one of the larger buildings and is designed for larger numbers of visitors.



**Update Log:**

-CLIENT: EVENT BANNER architecture Basics integrated

-SERVER: Event system connected with catastrophies

-CLIENT/SERVER: Catastrophies playable integrated

-CLIENT: News Buttons for catastrophies implemented

-CLIENT: NewsBanner & News Buttons with differents scalling & resolutions

-CLIENT/SERVER: Sabotage: Cockroaches & Buildingtime bribe included



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