**🎮 Rest Area Simulator – A Comprehensive Business Simulation at a Modern Highway Rest Stop**

**Rest Area Simulator** is a detailed business simulation game that puts you in charge of a modern highway rest area. Whether you play solo or in CO-OP, you'll manage various facilities such as a gas station, convenience store, supermarket, and car wash — all in one connected experience. Balance cleanliness, customer satisfaction, and your economy as you grow your operations.

The goal is simple: instead of purchasing multiple niche simulators, **Rest Area Simulator offers a complete experience that brings them all together in a single game.**

**🚗 Key Features:**

* **Multi-Business Management**: Run a gas station, supermarket, car wash, and more — all simultaneously.
* **CO-OP Support**: Play with up to 4 friends and manage your facilities together.
* **Dynamic Systems**: Weather, day & time cycle, economy, and random events actively shape gameplay.
* **Living Visitors**: Each visitor has a unique routine — some refuel and leave, others browse or just hang out.
* **Leveling & Upgrades**: Unlock new systems, expand your space, and improve operations as you progress.
* **Reputation System**: Maintain high reputation scores to attract more visitors and boost your facility's success.
* **A Living World**: Power outages from storms, economic fluctuations, surprise breakdowns — every day is different.

**🌍 About Development**

Rest Area Simulator is developed by two indie creators at **Oriseus Studios**, with the vision of offering a **unified simulation experience** that merges multiple genres into one dynamic world. Built in Unreal Engine, the game will launch in **Early Access** on Steam and evolve based on community feedback. More businesses, products, and mechanics are planned to be added in future updates.

**📅 Release & Availability**

* **Steam Page:** [Link to be inserted]
* **Planned Release Date:** Coming Soon
* **Platform:** PC (Steam)
* **Developer:** Oriseus Studios
* **Game Modes:** Single Player & Online CO-OP