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About This Content

Car Mechanic Simulator 2018 - MAZDA DLC includes two licensed Mazda cars:

MAZDA RX-7
MAZDA Savanna RX-3 1978

Experience them in superb quality and astonishing level of details.
Repair, drive, buy, sell and contemplate them.

Title: Car Mechanic Simulator 2018 - Mazda DLC
Genre: Racing, Simulation
Developer:
Red Dot Games
Publisher:
PlayWay S.A.
Release Date: 28 Jul, 2017

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Minimum:

OS: Windows(64-bit) 7 or Newer

Processor: Intel Core i3 3.0 GHz

Memory: 4 GB RAM

Graphics: NVidia GeForce GTX 660 2GB VRAM

DirectX: Version 11

Storage: 20 GB available space

English,French,Italian,German,Czech,Hungarian,Japanese,Polish,Russian,Simplified Chinese,Turkish

SCORE : 10778 HI - SCORE : 352022 FPS : 60



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Don't let the fact it has old graphics and pretty much no voice actors get in the way of purchasing this game. The game is fun and has a lot of cool lore. This game was made when developer made story telling a core function of any game. Don't buy it if you just want action but get it if you love being immersed and depth.. Classic. That's all I got to say.. What the... Adventure game? RPG? Board game? Sims like? Tabletop game? Dice game? I have no clue what this is... Maybe a mix of all these genres? Whatever it is it's fun... Really...

Graphics are old school, washed out old style and the music fits so perfectly that it makes most other games soundtrack stand out like a sore thumb, like Biometal on the SuperNES...

Grab it, you won't regret it.... It's quite unfinished but a very engrossing experience all the same. Flying around, manoeuvring and landing on buildings is oddly entertaining. The flying around becomes quite intuitive after a bit of time. There's a few different locations, nothing massive and the textures are basic but functional.

Right now this is just a demo showing early potential, it's nothing more but flying around. However that alone is worth trying out.. You get what you paid for, 5K achievements at minimum price. If you're an achievement hunter looking to increase the number of achievements on your profile showcase, then I highly recommend buying this. Else don't waste your money. This is not a game, it's just a way of distributing achievements.. frankly i would not recommend this game in the slightest. this game was a total let down due to the lack of content. i beat the game in 3 hours and half of that was me just screwing around exploring. I'm quite disappointed i paid \$20 for this and I can't even return it now.. parece um bom jogo mas esta muito lagado para hoje em dia. This game is cool, simple and time killing, also even a slower PC can play it with no sweat! I recommend it for everyone! :). I was really hoping this game would work.. This game is super fun. It's a retro-style platformer that definitely feels like it belongs right there alongside some of the older classics.

The graphics are solid and beautifully layered, and don't feel repetitive or lazy. There are various biomes with their own unique looks. The music is great too, and adds to the macabre fantasy atmosphere.

Had no issues with the controls. Sure, they feel a bit tight, but also typical of the genre. If you're going to remember the "good ol' times", then you should probably expect the controls to reflect said times. Just sayin'.

If you're a Metroidvania fan, I highly recommend adding this to your collection.

I was going to close my review out with a skeleton pun, but I didn't have the guts for it.
ba-dum-tss

SNAPSHOT

Unplayable buggy game.

OVERALL - 0 / 10

PROS

+ looked like it would be fun to play

CONS

- cannot actually play it

DETAILS

According to others this game is overall very buggy. I can't tell because I ran into a bug that makes the (unskippable) tutorial unbeatable.. I can't figure out how to move. This game is loud, obnoxious, terribly made, laggy, badly designed, and a very poor experience. A very refreshing city building game. Slow pace, your gameplay is dependant on the current season. You will learn to love the harvest season! There is no money in Children of the Nile, food is the common currency. You want new government services, labourers for your monuments or an army? Well, nourish them, and hope that the Nile flood will be generous so that noone has to starve. User Interface is well designed, you will always easily see if your city is running well or if problems are arising.

There are no major gameplay issues. The military part of the game is not that bright, as is often the case with this kind of games.

It is not all too difficult to maintain a well managed city if you are used to the genre, but beware of the tremendous building times for even modest pyramids. Maintaining trade with other cities is also a must (you will rarely have all useful resources available on your city map), and can be quite costly.

Graphics are old but won't hurt your eyes, the Egypt setting is well rendered. Gazing at the Nile and the papyrus rushes while your people are working to gather resources is a pleasure.. Refuses to run on Windows 10
Shouldn't really be on sale in this state. Oh boy. Good game... but so insanely hard I had to refund. And here's the thing I like hard games, I really do but this is insane.

Even though I was the Quake 2 champ of Quebec for a year, leader-boarded Diablo 3 with a totally unique Monk build, and managed to ICC Metal Slug X in the arcade, I can't beat even the simplest of levels in this game.

My reflexes aren't really as bad as you might think... the game doesn't ramp you up at a sufficient pace. It's 100 KM/h from the second you start.. This Games-making-Game is worth my money and times to play it and it's super addictive.. What a fun little game. Love the art style. The music also gives the game a sense of urgency which i think is great.
Lookin forward to the future development of the game.. There is no denying that *Dark Fall: The Journal* is a very boring and tedious game yet I still found it rewarding to play; writing out notes with pen and paper for what I thought might be a clue to a puzzle I had not yet come across, only to find validation in being proven right hours later, achieving immense satisfaction with myself.

The open world nature of *Dark Fall: The Journal* means that getting stuck on one puzzle is not the end of the world and most solutions make sense: there is no "moon logic" or brute forcing required here (though some puzzles can be solved like that). I enjoyed the process of figuring out which characters have ties, where their stories intersect, and how the solutions to these puzzles are solved by delving into their private lives. Everything just makes sense.

Dark Fall: The Journal isn't a typical horror game, there's nothing spooky about it. It's more like a Poirot murder/mystery. Despite this, it is still an incredibly boring game. I would have appreciated more voice work from the protagonist and perhaps a solid soundtrack to go with it as there are long stretches where nothing is happening and there is no music. There's also a lot of "why can I look at this" type of environmental exposition, red herring fallacy going on where something that seems important doesn't ever really deliver. Still a great game for point and click fans.. Sweet game which i'm synthesizing the soundtrack for!
The game is currently in quite early stage of development, but it is gettin' cool as fuck with each fresh update that partly is based on feedback by the community.

Grab this one and bob your head to some electric madness as you kill your way through hells spawn and run from Death!

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