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## Construction Machines 2014 Pack

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### About This Game

Become a boss of a construction company. Demolish old houses, flatten the ground, fill foundations with concrete and build new buildings - this is what you do. Sit behind t 5d3b920ae0

Title: Construction Machines 2014  
Genre: Simulation  
Developer:  
GameCask  
Publisher:  
GameCask  
Release Date: 28 Mar, 2014

#### Minimum:

**OS:** Windows XP SP3 / Vista

**Processor:** Core 2 Duo 1.8GHz or AMD equivalent

**Memory:** 2048 MB RA

English,French,German,Polish

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Horrible game, I'm a heavy equipment operator and its nothing like this. You can't see nothing with the EXTREMELY limited view, not even worth the time for a free to play and I'm disappointed I wasted money on it.. this game was a complete waste of money it came with a bundle so i never paid full price thank god. the camera angles are terrible and controls are wacky, the graphics look like their for an old xp game.. Poor physics makes the game impossible to play, especially when not using an analog controller. I truly regret spending 12 EURO on this game. :( Joints on the machines act like theyve been attached with rubber bands, like when u put stress on them, theyll actually come apart and get drawn back together by an invisible force. The game seems to combine the worst of reality and arcade into a big mess, which boils down to a truly crappy game. Even older construction sims are way better than this one, its so disappointing and thats prolly why theres no trial download either, because they know that no one would buy it once theyve tried it. I pretty much feel scammed by buying this game, all i can hope for is, that the mney I and others spent here, will go into supporting development of a descent new version of this game.. The game literally won't launch. I just spent like 20 minutes messing around with it, doing every possible thing I could think of from verifying the integrity of the files, to reinstalling, to messing around with dozens of launch options, and nothing. I can't even LAUNCH the game to find out how bad everybody says it is. Pathetic. Apparently if you have more than 4 cores the game freaks out, and won't launch. Well I'm not going to screw around with some .ini file trying to fix it. This game is the devs problem. Poorly optimized, so here's a bad review from me.. This is by far the worst game i have ever played.. It could be good, but I fail to understand how it is efficient to gather up a dozen of bricks around the place with a hard to control construction machine which physics behave pretty oddly faster than picking them up one by one. Mostly when you can't tell if the bricks are in the shovel. They should stop putting years on the titles, they often feels older than 2K games.. Whoeverthis game out needs to be thrown in jail. Runs in Windows 7 64-bit, just need to set Windows XP (service pack 3) compatibility mode. If only i could make Helicopter Simulator 2014: Search And Rescue to work as well, that would be a charm. It's quite fun; i would probably play more of this. Despite its fun factor, one has a better appreciation of the people who are in this profession. They make it look too easy. Frame rate is ok; just need to adjust settings in the launcher to suit your system capability. I can get more than 60 fps if various options are set to very low on my potato PC notebook. Keyboard is used for avatar and vehicle movement while mouse is for camera. Camera views are rotatable and zoomable for external view but the cockpit view is tied to steering motion so it's a bit inconvenient to use. 1st job: Update - 2nd job While the first job is easy depending on how you want to play it 'coz you can just push everything into the pit, no need to carry them in the bucket. The 2nd job is needlessly difficult. For one thing, you're supposed to load bricks onto the truck. That is fine and good BUT the bricks are scattered all over the place, not in piles as you may expect but in single pieces. Simulation detail level To exacerbate the task, the boom arm motion is jerky and the vehicle motion is also jerky in that it has ridiculously quick acceleration. Initially, the quick acceleration was fun in the first job but not in the this one as it makes moving the bricks frustrating 'coz it tends to bounce and fall off. Incidentally it's very difficult to scoop and carry more than one brick at a time as said before the bricks tend to fall off. Even though some bouncy motion is probably normal for Wheel Loaders, it seems excessive in this simulator; there isn't enough damping IMO but this may be due to my choice of physics realism. I will try again with the most realistic option and update this review if there is improvement. Watch a real Wheel Loader at work and see if you agree: Flawed mission design So if we are going to struggle to load one brick at a time, what's the point of using a heavy lifter? A human being could do a far better and quicker job; just throw the bricks onto the truck! Anyway i'm gonna try to finish this job 'coz i hate myself. No really i just want to see what's up next and next and so on. Graphics The 2nd job shows the range of atmospheric and time effects. It takes place in dark rainy conditions. The ground is wet, shiny and slippery so it isn't just eye candy, there are physical effects on vehicle handling. Career Progression There's continuity and a persistent world in that the construction yard is in the same mess as you left it before in the previous job so that's an interesting twist of small strategic element. Your previous vehicle remain the same color and you can choose a different color for your next vehicle. I presume that in advanced stages you could either have color coded fleet or uniformity for your fleet. Avatar function The avatar doesn't seem to have any useful function to manipulate objects so that the mess you made can be rectified and re-arranged neatly or to kick objects into the pit. Even if you could kick or bump objects around, its awkward movement and control makes it impractical. It's only purpose seem to be to personalise the career mode. Perhaps it can be used to corral the bricks into sizable heaps so that the Wheel Loader can pick it up more easily. Incidentally the avatar's jumping motion isn't smooth nor believable but it's funny and it has some semblance of MJ style of moonwalking when walking backwards. No side-stepping in 3rd person view. .Third update (regarding the Flawed mission) My bad, the bricks are larger than the common red bricks found on non-loadbearing brickwalls; it's too heavy for a man to lift. I tried kicking it. wouldn't budge so we are back to scouring the ground for scattered bricks. Therefore it's still a flawed mission IMO. . 4th update (Flawed mission - not really) Ok so i was a bit hasty with preconceived notions that it would be too difficult or tedious. Reason is twofold. First it wasn't so hard once realistic physics is applied and you take advantage of a bit forward momentum when scooping bricks. 2nd reason is that you needn't collect all the bricks lying on the ground and enough bricks are around to practice scooping techniques. .End of 4th update. End of update (about 2nd job) Summation Bought this in PlayWay Sim bundle so it's a good deal. Haven't seen any game breaking bug. Of course it's a little too early to tell as i have not completed the game yet. Most of the time was spent trying to find the right settings for my notebook PC. Only 1 minor bug encountered in the

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beginning during the short tutorial; the mouse look was inverted when on foot in first person perspective. External vehicle view has no problem rotating the right way. Had to delete profile and recreate a new one for the problem to disappear. I hope it doesn't recur later in the Career, So far no regrets buying at this low price, Worth it i think. You can even customize your own music playlist but it has to be in ogg format. So if you want to squeeze a bit more performance, you can use a lower bit rate for the music files. Despite its quiriness, it's a fun game with refreshing and upbeat music, the likes of which was heard in Capitalism Plus. Its clunky handling can be mitigated somewhat by careful use of movement keys and bucket loads of patience. Score? hmm maybe 6.5/10. revised to 7.5/10 after completing job #2. addendum Here is a recently updated video of what was mentioned about the 2nd job.. Playway great developers they try hard and then they try even harder despite what people think they stick to it and keep going forwards. Well i have a soft spot for most sim games this game is a bunch of fun im enjoying it and every one is entitled to there own opinion and you will always have negative people but i just tune them out. The game play is great alot to do if you want to do it right the graphics are good with every thing set to max under launch option not shore how people are over heating but with everything set to max CPU runs at 37c and GPU runs at 42c The textures could use little touching up some are little fuzzy not shore if its he type of texture used or the way they are rendered or just me playing with options Controls can be a little frustrating at times they can be rather sensitive but if you take your time and be gentle you can overcome this The game has good game-play with contracts mode free-play mode and challenge mode they are all fun nice range of vehicles but i believe shared vehicle psychics is the only down side but considering the price i can live with that Best of all the developers are active taking suggestions and then fixing the game which seems to be the playway way of doing things which is great and for small price of \$14.99 its great value for money

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