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## About This Content

Car Mechanic Simulator 2015 - Mercedes-Benz includes two legendary, licensed Mercedes-Benz cars:

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Title: Car Mechanic Simulator 2015 - Mercedes-Benz

Genre: Racing, Simulation

Developer:

Red Dot Games

Publisher:

PlayWay S.A.

Release Date: 22 Feb, 2016

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English, Polish, French, Italian, German, Russian, Hungarian, Turkish, Czech, Dutch

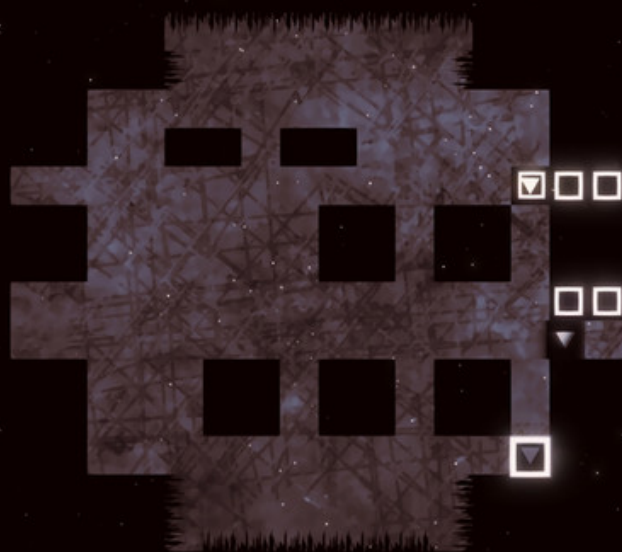




THE BLOCKED MIND

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ACHIEVEMENTS  
1 OUT OF 3



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Really fun and addicting arcade-style action, with adorable and well-made art. Fun to try and go for high scores, especially. All in all, just a grand game for a low price.. This game includes everything that *Roller Coaster Tycoon (RCT) 1 & 2* did right, and manages to improve upon it while doing so. Whether it be debugging tools for figuring out where to improve your park and rides, in-depth control over how you want your guests to experience the coasters you create, an employee management system that even pushes you to place fitting decorations for your park (making *RCT 1 & 2*'s employee system feel like a button-masher) or even a loan system that entails more than just a number ticking up or down; this game does it right. Even things that made *RCT* feel a little frustrating every now and then back in the day (looking at you, guest walking one literal square off a path to then get lost and complain about how stupid my park is), now feel a lot more refined - and especially less of a worry or annoyance. In the very beginning, it might seem like a bit much here and there, but don't worry - each tool will find its time and use. This game takes the classic formula and steps it up a notch, in a way that feels fit with our current standards for game design and our desires for mechanics & tweakability within a game.

That being said, if you never liked the 'rigid' base structure that *RCT* forces you to work with, you'll find a similar 'limitation' within this game. I personally think that, especially since you're trying to manage more than just the bend-y shape of the path towards your proud, self-decorated balloon stand, this game offers a more manager-focused approach to the theme park tycoon genre - just like *RCT* did back in the day. There's still plenty to customize and decorate for sure, but this game surely offers a tycoon management game at its core; which is a great thing in this context, to my opinion. *RCT* but improved on fairly every facet.. Happy with the vended product.. A Definite must buy of a classic, shame it might be the last for various reasons.... Oh my I wish I played this earlier. The freedom fighting you get by being able to destroy anything in city is sooo satisfying , and of course bashing the enemy is too. I think anyone with VR has to try this game its crazy fun!. Why are there no hotkeys for towers and abilities???

That's incretibly frustrating!. Good tower defense game. It can be challenging at times, like it should be. Bought during the steam summer sale. 8/10. This expansion pack adds super hard monsters and more challenges to the game. The monsters don't just sit there, they come after you and eat other monsters on the board, among other things. Very cool, recommend for a challenge..

*Oniken* is a merciless *Contra*-like in which success depends largely on knowing what's coming, which means repeatedly playing through the same area and hopefully making it a little farther each time. I understand that that kind of gameplay appeals to some people, but it's definitely not my idea of a good time.. While I applaud the developers for trying to think "outside the box" on this iteration of the *Farcry* series, something just feels ... off. It is by no means a "bad" game. I was entertained all the way until the end - which is why it gets a positive review from me - but this is perhaps my least favorite *Farcry* game. I think it comes down to the fact that in this version we are using spears and clubs instead of AK 47's and grenades - which isn't necessarily a bad thing - but the weight and heft of the weapons feel off. The ability to tame animals and use them against your enemies works brilliantly. There is nothing better than riding around on a badass saber tooth tiger with a spear in hand, but even that felt kind of "off." It felt less like riding atop a springing, pouncing, slashing, elegant killing machine ... and more like riding atop a furry tank. The weapons were inventive but not terribly fun - aside from the bow/arrows and throwing spears. Visuals were of course top notch - I mean this IS a *Farcry* game. Sound was great. Story was pretty good. Characters pretty good. It is a decent game with a few shortcomings. 7/10.



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Pretty good documentary worth the money. Was interesting to see the business model behind an e-sport team and the team dynamics. Doesn't really go into the minds of the players and how they think though, which is disappointing because I think that's what buyers really want from this.. How the hell i use the gold dlc thing?. *I write this in english to reach more ppl, but that's not my main language, feel free to let me know if I do some errors.*

- *Ambience and music are brilliant*
- *Lot of fun and jokes, aliens and spaces marins are really fun*
- *Directly immersive, start the game and play, no 9'43 things to understand before having fun*
- *A ton of upgrade. After each level you earn from 1 to 3 stars if you win. And you can spend them on a upgrade tree. You can reset the tree and spend your stars in another way to try a different strategy for a specific level.*
- *You can transform your towers into marines basecamp and have soldiers on the battlefield*
- *Really a lot little nice idea who make this game great*
- *Polished, bug free*
- *It cost only 6\$*

*I totally recommend this game for any Tower Defense lover. If you like too sci-fi theme it's a must to have.*

*Here is a 15min video you can see an entire level. Don't believe this level is easy like that the first time you play without next level upgrades. It's just to show you a bit what contain this game and how it look.*

<https://youtu.be/V8vniMxkkOug>. *Interesting product but not exhaustive. Many famous monuments are not listed.*

[Interface is okayish.](#)

[I hope it will be updated soon.](#)

[I am keeping this product.. The devs are exceedingly generous with their battle chest system that practically ensures any new player can rapidly build up a collection with little to no grinding. The permanent double xp makes this a fantastic purchase.. Nice music and easy to play, and it is challenging in high speed mode, good job. 6 out of 10.. giant but hole. I finally have the truely comfy city builder I've always wanted. I really liked the game by the first sight. I really wanted to like it even after I bought it and played a few fights. But I can't..](#)

[KickBeat is a quite good-looking mixture of rhythm and beat'em up genres. In fact, even now, at the very beginning of the year 2019, you can't call rhythm/beat'em up mix project with better visuals, than we had in KickBeat in 2015. However... it's not so well both in rhythm and kicking butts.](#)

[There goes my downvote:](#)

[- first of all, let's talk about music. The game holds 24 tracks: some electromusic, some new wave rock and some rap. The player can add other music into freeplay, but have to unlock that option first. And no, you can't skip the tracks, mix them, line them in another order or anything. You have to beat them right one after another, even if you don't like the particular vibe... Get me right: some of the tracks of this game is in my own personal playlist. However, I, for instance, can't really stand the dubstep. While someone else wouldn't like some rock music track - the game cares not about it.](#)

[- so yeah, no matter how do you like the one particular song, you have to cut through it, and there goes another trouble: the rhythm don't actually fits! The main 24 tracks, with the various amount of enemies depending from the difficulty, supposed to be right in time with the tunes. But they are not! If you'll try to follow the music and do some action based on the tune, like in some other rhythm games - you'll be squared quite quickly! So you actually need to follow the visuals, while the sound goes after that. You may not notice the problem on the first few levels on the normal difficulty... but farther you go, more obvious that problem with non-sync tunes will be. And yeah, of course, if the devs couldn't made the proper timings with the given tracks, guess how well the game will treat the downloaded tracks? Yeah, far](#)

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from perfect, to say the least.

- the visuals. I said they are good, and they are. But, every song is 2-4 minutes long, that means 120-240 enemies per level (sometimes more), and the moves we gonna perform are quite limited. 4 kicks, and about 20 variations of it, and that's all. You'll see them all in one level 4-5 times at least, and be bored about them 4-5 tracks after. With the rise of difficulty and number of enemies on the level, you'll be quite bored by constant dissemination of those enemies, to the point of actual harm to the eyesight.

- You can't follow the rhythm, and the visuals aren't clear with what to expect next... but even more in addition to illogical and confusing solutions goes for the bonuses! Some enemies on the level will be carrying some surplus which you're supposed to catch by hitting the same button after the kick for a second time. Believe me, it is really knocks the pace of the game even more.

I think that's enough by now to make a conclusion: KickBeat is a rhythm game without rhythm and fighting game without actual feeling of the fight, since you can't call the shots and only performing super-long OTE all game long. Without any proper reward. Therefore, my mark is 5/10 (and it's that high only thanks to visuals and Some of the music in the game). However, I can't actually recommend KickBeat to anyone, since it's broken in the way that can't be fixed.

<http://specialgamesclub.ru/kickbeat-ne-samyj-udachnyj-eksperiment.html>. What I love about this new season of Dr. Cares Series is the graphics and animation of the characters. The animation of each characters is more lively - and it is indeed a great improvement compare to the previous season. Another thing I love from this season is the story: where it allows me to appreciate Newton even more as I never expect it was Newton who saved Amy from the runaway - not once but twice. It really shows me Newton's birth truly meaningful ever more especially towards Amy. And I really enjoy how the stories raise the awareness of bullying in school. Not to mention, I have to say it is very genius creative idea to have the choices system in this time season of Dr. Cares! It makes me feel as if I am reading a Visual Novel! Overall, I absolutely enjoy everything Nitreal and GameHouse Original Stories gave us in this season of Dr. Cares series.

Nevertheless, there are certain issues and bugs which I would like to highlight, such as (1) the game crashed at Level 48 under Chapter 5; after we choose either of the options (Jack V Pawsitive) during the story scene - which is saddening as we are unable to see what is happening after we choose one of the two options, and lastly (2) the Shelter Dog achievement is bugged. Even though we have purchased all of the upgrades available at the adoption center, the achievement is not trigger. Although I am not entirely sure if Nitreal and GameHouse Original Stories teams are still working toward this issue, however according to this discussion post, it seems this issue is unsolvable. Even so, I am still holding onto some hopes that they will be fixing these. If the fixing is really entirely impossible, please do confirm it with me so I can just uninstall the game from my PC (leaving some spaces for other games which I would like to try)

Despite some of these bugs and issues, Dr.Cares - Amy's Pet Clinic is still a great game. It is worth of my time and I do wish to see more from this series. A big shout out to Nitreal and GameHouse Original Stories for their great work and awesome season for this series! Looking forward for more!



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