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Car mechanic simulator xbox one review

All the fun of running and cultivating a workshop without any hassle. Developer: Red Dot Games Publisher: Playway S.A. Genre: Simulator Release Date: 6/25/19 Platforms: Xbox One, PS4 Reviewed in: Xbox One X Game Provided by: Koch Media Car Mechanic Simulator is your only stop car mechanics store that challenges you to find, repair, paint, tune, sell and test drive cars! Build and expand your car renewal realm in this hyper-realistic simulation experience. With state-of-the-art, photorealistic graphics and an incredible level of attention to detail, the gears will be in the seventh sky and player progression will allow you to upgrade the garage, allowing the addition of specific equipment such as the lacquer spray or a parts warehouse. Discover a true junkyard gem or find a forgotten beauty gathering dust in a barn, then unleash your imagination and restore these classics to their former glory (and turn a good profit at the same time if you want) MAIN FEATURES • 48 HANDS-ON CARS (including licensed Jeep® & Mazda models) • more than 10 tools and over 1000 pieces waiting for you. • Start from a small workshop and upgrade it to a full-size 3-lift gem. • Randomly generated jobs for ENDLESS GAMEPLAY. Finally, all the fun of repairing and rebuilding cars, along with the added bonus of building a successful garage from scratch, has arrived on Xbox. I can't tell you how long I envied the PC community because of this game. The idea of spending hours putting together cars from the smallest intricate components, all the while keeping my hands clean, just filled me with joy. To top it off, the junkyard DLC was released and made it all the more. As if running a virtual garage wasn't fun enough, now you can go to a junkyard and hunt for parts, and if you're lucky, you can just stumble upon a sweet classic ride – presumably unlabeled by its previous owner – in which case you'll have a chance to restore it piece by piece to its former glory. For starters, I must say, the mechanical car simulator is awesome. Like most simulation games, it's of the highest quality and has incredible details, with each panel and part crafted to perfection. Your garage gets the same treatment – the glowing glow bouncing off a wet piece of the floor, all the random bits and bobs you'd find around a garage are expertly rendered, making everything feel more authentic. You even have your own radio that plays throughout the workshop (in my case, some classic rock). The gameplay mechanics involved with Car Mechanic Simulator are quite complicated, and having played a few times on PC, I was quite worried about how the controls would translate to xbox. My concerns were as soon as I started the game, how great it felt. What could easily have been a complete mess of complicated controls worked to become a fairly stylish selection system where you wanted to work in the car by selecting by selecting zoom and rotation to get the best angle. From there you can select different modes depending on what you want to do. The assembly mode gives you a ghostly appearance of the parts that need to continue next, and the disassembly mode will highlight the selected part in green, giving you the go ahead to boot this one, or red, showing the parts that block you from the extraction. It's not that easy though. If you want to drain some oil you'll need to lift the car to access the oil drain underneath it. If you want to take out the engine, you will have to drag it to the elevator and mount it on the engine holder, which will give you full control and vision of everything. When it comes to the body work side of things, I wish there was a little more substance. Repairing pieces is as simple as taking them out, taking them to a bank and clicking a button. I would have liked to take out the sander and take the rust out of myself, hammer some shaped parts, or cut and weld panels back to their old beauty. It's a bit too simplistic as it is, and could have done with some more interactive elements. Painting the cars again is very simple for my taste. I spent a few years working in a catering garage, and having prepared and painted cars, I was disappointed to be just a slider system to select the color and style of painting. I would have liked the option to take off the guns and prime, paint and wash the car myself. As a simulator, for me this is the biggest trap, because spraying a car is not that easy. The different types of paint have different processes: pearlescent paint, which so many love, needs a base layer of color and layers of a pearl layer to achieve the look you want, and it would have been nice to see this represented in the game. This could also have led to a crazy amount of experimentation: what happens if I use a metallic paint, then some pearl, and finish it with matte lacquer? The basic concept of the game is quite simple. For starters, you have a small elevator garage, and you have to complete simple jobs such as tire changes and oil changes in order to make money, move your business forward and sort yourself. Jobs will progressively get harder and more profitable, and eventually you can start going to auctions to bid cars that you can repair and make up to sell, or you can go to the junkyard to look for cheap parts along with what are essentially barn finds, which again, you can fix and sell. One last thing I would like is in an online cooperative mode, where you and two or three friends could be in the same garage, and each works in a separate car, or even have each of you running a different section of the workshop, then a player is in paint and body, one is in general parts, and one is in repair and construction of the Also, imagine rummaging through the junkyard with your friends, and the euphoria over one of you find the perfect part for a rare car you're building. Summary Overall, this is a one mechanical simulator, but I would have liked a little more depth in the body division and paint shop. I would say, however, cheerfully that it is one of the best made PC ports I have ever played! There is a simulator for almost anything and everything nowadays: of cooking and agriculture, even something more strange, like the next Bee Simulator. It is safe to say that if you want to enjoy the simulation of something specific, chances are that there is a game that will scratch that itch. The mechanical car simulator, as alluded to the title, allows you to take on the role of car mechanic, and has you building and expanding your repair service empire in what is described as an incredibly detailed and highly realistic experience. How much of this is true? Most of it, actually. If you never knew how to fix cars, but you always wondered what the mess was about, or, if it was as complex as it sounds, this is your chance to find out. I'll say this, for a game that tries to simulate something that's already as hard to understand as it is, Car Mechanic Simulator does an amazing job of feeding it to experience. Here, newcomers are welcomed with open arms, and given all the insight they need to ensure they have a standing level with gender veterans. There is no story in the traditional sense of the phrase, but instead, a general structure that sees you running an almost constant cycle of fixing engines. There are a few modes to select; Normal tutorial, normal, Sandbox and Expert. You'll have roughly the same experience as either, and all are quite self-explanatory with regard to game modes. If you are a newcomer, I would certainly recommend starting from Normal. Here, you'll have a useful tutorial that provides great support for those (like me) wet behind the ears. While the tutorial doesn't really teach you the basics, it allows you to enjoy a fully unlocked garage and will show you everything that can be won and used in the main event. Finishing the tutorial consists of fixing one of the two available cars; refuel the oil in a car, or. This seems basic, but in practice, it really helps to take a more practical approach in such a game. Once completed, however, you will be able to test the car, and then from there, the actual work begins. From the beginning, you get to work in a basic garage with nothing but simple work to accomplish: change the brake pads, change oil filters and more. Yes, this could have been reserved for the tutorial, but it works fine, though. The longer you put it, the deeper the game gets, and in no time, you'll be leveling and earning skill points to upgrade and expand your garage and your capabilities. Virtually everything you do in the game will score points that, in directy, go to level you. It's a clean structure, this means that something as basic as taking a piece, or even a component, will earn some points. These points will accumulate, and once you reach a required amount, you'll earn a single skill point that you can use to level up your overall build. This can be anything from speed improvement, allowing for faster disassembly of screws and screws, to something more mechanically useful, such as examining problems more quickly. The entire progression system is fluid, easy to digest, but still robust. Simulators are well known for being overly complicated, or even very obtuse at times, so it was refreshing to find one that is not only deep and engaging, but accessible. Speaking more specifically about car work, I'm not going to go into full detail because you can literally undress a car up to nothing, but the overall functionality of how everything works is easy and simple to accomplish. In fact, the only real problem you'll need to keep a hold on is your money, and the amount you have, but even so, there's a lot to do to keep things nice and alike. From now on, you will select the car you want to work in and, once delivered, will move it to the area you want to fix it. Then you'll start working identifying problems with the car, and then remedy the problems by taking out old and broken parts, and replace them with new ones through a mechanical slot-in/slot-out. You will really need to be aware of the parts you are removing during the breakprocess, as you will need to log on to your computer and then order the correct parts you need. Like I said, it's very detailed. Wrong parts, of course they are not equal to any correction, and waste their money. Once you have ordered the right parts, they will be automatically added to your inventory, and then it's a case of putting the new parts and components in place of the removed ones. You'll also need to ride your car again, but thanks to how well everything read, it never looks like a slog. Don't worry if you don't have the best of memories and find it easy to forget things you've deconstructed, because the game has a pretty smart system to lean on here. See, there is a pure reassembly mode (at least in Normal) that describes approximately where the parts will be put in place. This also lists the wide range of parts that make up the vehicle of choice, which is amazing if, like me, you have no idea what a crack in the left arm or a swing bar is. That's one of my favorite things about the Mechanical Car Simulator, never makes you feel like one, and comes with the right amount of leeway to make even the least experienced car people feel at home, all the while maintaining its depth and complexity. The game engages more as progress is made. For later, you'll have a car to fix that literally says little more than that makes a strange noise. While it's your job to identify and repair this problem, you get some useful tools to use after expanding your garage and its capabilities. Capabilities. Machines and tools you unlock will give you more insights to solve problems, but before you get to the proper good things, you'll need to rely on common sense to remedy such flaws, and a little trial and error. See a rusty part? Turf it out and slot in a shiny new one. Do you see anything that looks like an elephant dancing on it? You guessed it! Turf it out and slot in a new one. To say that an entire game has been modeled around this structure, and yet it never gets tiring or old, is a great achievement. Realism is nothing short of commendable; from fixing cars, to using power tools and buying replacements, everything is well balanced, well defined and totally fun. The only drawbacks are the game's terribly loud audio and long load times. Still, given everything the game hits, these few flaws are easy to ignore. Coming back, once you think you have repaired a car, you can then open a pie menu and select the state of the car; With a simple green tick or red cross in place to inform you if you did your job properly. This alone makes failure feel more like the product of lack of perception than a flat failure, and jumping back to take another look under the proverbial hood is as easy as possible. There is even a tracker present that will provide tips to help you. This describes each broken part in blue, giving you instant access to faults that you would spend a lot of time trying to locate without it. Honestly, I can't sing enough praise game for what it is. Removed, old or defective parts will be added to your inventory, to which you can sell them for scrap income. However, you can actually repair specific parts to reuse them later in the lines. With all that said and done, it's not just the customer cars you'll be working on. No, no, no, there's more to the general work of the car than it looks. As you complete the long chain of campaign cars, you will earn boxes that house high-end cashout. Essentially, quite expensive equipment that you can make great use of, and if you have super luck, you will have a barn find. This is where the goodies sit. Barn finds access to old cars that you can buy. Expensive, indeed, but worth the payment given the right time and effort. It's little touches like this that put Car Mechanic Simulator in front of other similar ik simulator games; providing many things to do and an impressive degree of refinement. There are a total of forty-eight cars to get hands, more than ten tools to help you on your way, and over a thousand awesome pieces scattered throughout the entirety of the game. That's a lot! The gameplay is kept fresh through the fact that the works are randomly generated, so you never really know what you're going to Assigned. You can get something simple and simple, or something headache-inducing; varying in difficulty and time constraints. The life of a mechanic, huh? Of course, the price of each task will be set accordingly. Help Help game handling is fluid and responsive throughout the match. Everything from taking a car to its bare chassis to fine tuning and painting it remains intuitive and accurate. The same can be said about anything else you can get up to, for which there is so much to do. There is even a junkyard that you can visit to buy cars and antique parts to help you elsewhere, and an auction you can watch to bid cars of your choice. Be careful in the latter, it can be difficult to stay in the lead of bids. When you're not under the hood, chances are, you'll be taking a car for a lap or test it on multiple checks. Car Mechanic Simulator allows you to drive cars you're working on, and cars you own, in various locations. The driving mechanics are not the best, but they do the job in ensuring that everything feels diverse and dynamic. It also helps that game locations vary considerably as well, keeping repetition at bay as a result. I learned a little bit about cars playing this, and I don't intend to end the game anytime soon. The game sports licensed cars from both Mazda and Jeep, which should please those of you who enjoy this extra layer of realism. Although the car models are all quite distinct, they don't seem to be impeccable. Don't hurt me, the effort that was here is remarkable, but a little more care and attention to detail wouldn't have gone wrong. The general look and sound of the game gets a thumbs up from me. It's not the most beautiful game on the market, but it's far from the worst. It has enough visual and audio details to see it. When all is said and done, it is as likely to surprise you as it surprised me. I didn't expect the game to be as fun, as deep, and as practical as it is, while it was still very easy to sink. There is something particularly enticing about starting from scratch and working your way through absorbing the almost endless, intriguing game play. Despite its few drawbacks, this is one of the best sims I've played in a long time, and one that literally goes out of your way to make you feel comfortable from the start. I set the time, and I still feel like I'm at surface level. Conclusion The Mechanical Automobile Simulator can be a bit rough around the edges with regard to its optimization, but speaking specifically of its features and its mechanics, it is easily one of the most well rounded sims of recent memory. In addition, it does not alienate the inexperienced and instead does a wonderful job of keeping its gameplay deep and its systems deep, accessible and easy to digest. I recommend giving it a try. This game has been tested and reviewed on Xbox One. All opinions and insights here are subject to this release. Want to keep up to date with xt's latest reviews, xt reviews and xt content? Follow us on Facebook, Twitter Youtube, Youtube, Youtube.

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