Car Mechanic Simulator 2015 - Mercedes-Benz Activation Code

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About This Content

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

- 300 SL Gullwing (W198):
Introduced in 1954, world's fastest production car of its day. First-ever production fuel-injection. Gull-wing doors. Iconic.

- 560 SEC (W126)
Most powerful and desired version of one of the most beautiful cars in history.

Experience them in superb quality and astonishing level of details.
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Title: Car Mechanic Simulator 2015 - Mercedes-Benz
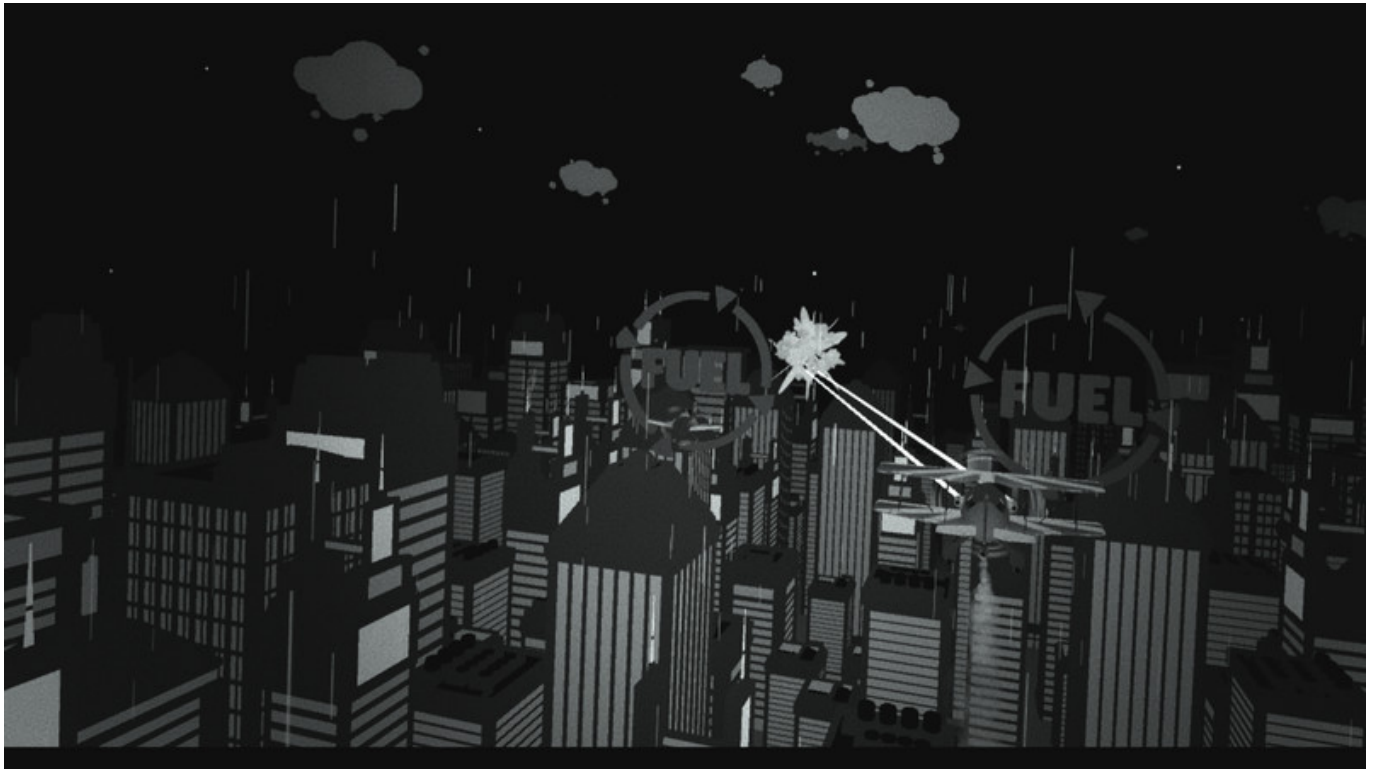Genre: Racing, Simulation
Developer:
Red Dot Games
Publisher:
PlayWay S.A.
Release Date: 22 Feb, 2016

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

Toy Fish

Salted Gej Fruit

Slimy Worm

Bloody Liver

Sail Ship

Space   Throw Bait

the game is nice but there is a lack of players , most of the time there are zero matches avaliable because there are no players. Very good commander, shock troops with recon make for Very effective, early game commander. late game the KV-8 comes in handy supporting your T-34\/76's and SU-85's to handle infantry quickly. The incendiary barrage\/propaganda comes in handy in late game to get troops off of your capture points.

Has trouble in late game versus heavy, or very heavy tanks. In early and mid game try to keep enemy occupied with your shock troops and At guns. in mid game\/late game try to go eather 5x T-34\/76's or 3x SU-85s to deal with heavy armor.. Edit as of Nov 1st:
The devs are listening which is a huge brownie point in my mind and a way a once bad game can go good.

I jumped back into the game today to see what's been changed\/added and here is what I found.

There is still no options screen in game, there is the tiny window prior to booting up but I had crashes when trying to play the game in full screen on my rig (i7, GTX 970, 16GB RAM).

The graphics have changed quite a bit it looks and feels better than it did when I first looked into the game, even sounds better. Still found a couple of bugs?

Buying this for Multiplayer, WAIT! Don't buy this unless you have friends to play with. If you want a single player game where you can just mindless shoot at things after learning the map and icons go for it. It's not that bad single player wise and I can actually say I was having fun in it as apposed to last time when NOTHING happened now things are happening.

Seeing as its selling both Single and Multi for full price I'm going to say No still because you're paying full price and only getting Single unless as I said above, friends. If they take out Multi-player and work on that out of the game and lower the price by 1-2 USD I would say yes to this game.

TLDR; Unless you have friends don't buy for multi no one, not enough playing. Single player can be fun. No Options menu in game but has small window one prior to game booting.

I hope the dev(s) listen to people.

I bought this game because it was an FPS and well I suck at FPS but I like to mess with them from time to time. When you load you have it windowed to your set specs or fullscreened. When you get into the game you're greeted by a 4 button menu (Single Player, Multiplayer, Options and Exit) now only two work can you guess which two?

First thing I noticed in the game is yes I got a great FPS count (60+) but the second I swung my mouse to look about I felt like my mouse had become a snail. Moving around was smooth and quick but rotating your character was annoying unless you were away from the buildings and moving. For some reason when I wasn't near the buildings and\/or sprinting my mouse was bland to rotating and looking behind me. (If you guessed the Option menu was working you'd be wrong) The mouse sensitivity needs addressing, I'm in the states and I've played with people in Europe and Asia before on their servers. Yes ping can cause LAG but it has nothing to do with the sensitivity of the mouse.

"Realistic setting" doesn't have invisible walls, ladders you cannot climb, and fences higher than you that you can jump with one jump.

What you should have done is give away about 50-100 keys to people who wanted to alpha\/Beta test this game that live all over the world with all different computer specs. Then make a closed group here on steam for people to be invited to that get a key and they post their feedback on what needs to be taken out or put into the game, bugs they find and how they feel it runs. I've done this for a number of games, I browse the upcoming and sim the discussions to see if the dev is looking for testers. 50\/50 do I see an indie dev doing this.

Yes it was 3:30a and I was the only person playing so I have no idea if my FPS would drop under 60 if there were more people actually playing and shooting all around.

Also PLEASE do not ask people for their areas to put them into the game before there is even an Option section working in game. I know a lot of left handers have gotten used to gaming like a right hander but key binds need to be something in the game as does FOV and Mouse sensitivity.

TL;DR - If you want to check this game out buy it play it and thank god for steam refunds if things dont get sorted.
---Reviewed on Aug 14--- (Putting date in on chance of updates and I don't get around to updating this in a timely manner if I still own the game). Even though the game is a little bit short, it has an interesting and scary athmosphere. It reminded me Silent Hill. I think it's worth it's money.. One of my favorite games. The only negative things that I can find about are
1) no achievements (less important).
2) only runs in 800x600 resolution or so (important).

This game is really cool. It might not have tons of content or a story (yet), and the controls are a little weird to get used to, but it's still worth getting just to play it, because the gameplay is really what makes up this game.

The main aspect that I think makes the gameplay awesome (aside from the obvious things) is the build system. It's where the replayability comes from (at least until you start doing challenge modes). Almost any build you can run is effective, you don't need to crunch numbers or min-max (which is heavily discouraged by some soft RNG), meaning you can just choose a loadout and go for it.

Leading on from that, the options in this game are the definition of meaningful upgrades. Even the number-based upgrades are big enough so that the effects of those upgrades are noticeable. No '1% increase to X' mods here!. This game is literally unplayable. When the game starts, you are killed immediatelly. No luck after trying to figure out how it works after a longer session.

What is more annoying is when you have two monitors, the mouse is moving out from the primary monitor and the game loses focus.

AVOID!. If you load the game you get an award for waiting through the loading process as it takes so long.

If you can figure out how to start a level, you win the "starter" award for being able to navigate the bad graphics.

When you start the first level you can get an award for restarting (or respawning after dying) and watching the instructions 100 times.

If you jump over the first two red buildings and then fall off the blue building, you've gone as far as you can. You win the "fall to your death" award. If you do that with a friend...it's co-op!

That's where the game ends, so you should stop trying to go farther. You can't. I'll update with more achievements if I even launch the game again. It consumes any RAM from any computer within a 10 block radius of my house.

Actually, I won't relaunch. I only paid $0.22 for the game with a 90% off coupon, but I'm still going to request a refund. Never mind, I've had so much fun trashing this game that it was worth it. In case you haven't picked up on it, this game is terrible.

edit I am not eligable for a refund because even though I closed the game it...it didn't close. Now I'm over 2 hours of playtime. It keeps taking my RAM and recording game time for me. Now I can't get my $0.22 back. :(. Quite something. 10/10. Released too soon. Crashes totally destroy hours of play.. Is a nice game, i like it very much.

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