Automation - The Car Company Tycoon Game Ativador Download [pack]

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About This Game

NEW UPDATE Drive Your Automation Cars In BeamNG.drive!

Automation will allow the player to become an armchair CEO - to build their own car company from the ground up. Create and run anything from a boutique supercar manufacturer to a mass-market multinational mogul. With powerful tools like the Engine Designer, the player can create cars and their engines in mind-boggling detail.

The grand campaign will start in the year 1946 and run until 2020, with the main goal being to build a successful, renowned car company from scratch. All types of car manufacturers can be led to success if managed properly; building the right image over the years is key. The player's tasks are to design engines and cars, to manage factories, production, Research and Development, as well as advertising campaigns. In game, time advances at the pace the player chooses and pauses automatically for events and occurrences.

Automation is comprised of three major game components - the Engine Designer, the Car Designer and the Company Manager. These components are naturally strung together by the game's goals, made to be user-friendly and intuitive to use. A multitude of tutorial missions, videos, and descriptive texts help car novices become experts. Almost infinite options give the player all the creative freedom to create unique cars with vastly different engines.

Automation also features an in-game exporter which allows you to export and drive your vehicles in BeamNG.drive. The exporter is simple to use: design your car and engine in Automation, tune them to your liking, hit the export button, start up BeamNG.drive and your new car is right there in the vehicle list, with the aesthetics as well as many of the fine engineering and

performance details of your car design simulated accurately

KEY PLANNED FEATURES FOR THE COMPLETED GAME:

- Extremely Deep, Technical, Creative – Experience unheard-of creative freedom in a highly technical, realistic gameplay experience revolving around building a car company from scratch. Go ahead and build your dream-car company!

- Dynamic World Markets – Master realistically modeled dynamic markets, distribution, and demand. Try to cater to the needs of over 40 different target groups and their needs, or find your safe-haven niche in a cutthroat economic environment.

- Flexible Car Designer – Design the cars you would have in your garage. Choose from diverse chassis types and materials, engine placements and drivetrain setups, gearboxes, suspensions, brakes, tyres, and finish off you design with fully customisable body types, looks and styles.

- Highly Detailed Engine Designer – Delve into endless possibilities combining different 4-stroke petrol engine configurations, internals, head types, forced induction systems, fuel systems, headers and mufflers. All based on different 4-stroke petrol engine configurations: Inline 3, 4, 5, 6, V6, 8, 10, 12, 16, Boxer 4, 6.

- Dynamic Engine Sounds - Turn up the volume and blast out the awesome fully adaptive, unique engine sounds that directly reflect your design choices.

- Grand Campaign, Scenarios, Sandbox – Aim to dominate the world markets with your superior design skills in the grand campaign, play a quick scenario challenge, or just tinker away in sandbox mode to create the most insane engines ever.

- Complex, yet Easy to Learn – While the game is highly technical, it is made easy to learn by means of well-illustrated in-game tutorial videos, detailed descriptive texts, as well as a multitude of tutorial scenarios.

- Network Play – Play cooperatively with your friends or take your intuition for the perfect car design and challenge up to 7 human competitors in epic, multi-session network games.

- Community – Join one of the most awesome and helpful communities out there, share stories about your exploits, talk to like-minded people, discuss your IRL car projects and engage in community challenges.

Drive Your Automation Cars In BeamNG.drive

The Automation team is stoked to announce that in collaboration with BeamNG we have created a simple-to-use, in-game exporter that allows you to drive your Automation cars in BeamNG.drive, and explore a 3d version of the Automation Test Track!
For more info, check out the [official announcement](#) posted here on Steam and the [Exporter FAQ](#).

IMPORTANT NOTE: The current version contains a simplified "Lite Campaign" version of the Tycoon aspects. More detailed Tycoon gameplay will be the focus of future major updates. Please read the Early Access description above for an overview of what is done so far. The current Open Beta is also an almost complete remake of the game in Unreal Engine 4, for a huge improvement in visuals, performance and usability. Currently the Lite Campaign is only available the legacy Non-Unreal version, but we're hard at work making a new improved Campaign mode.

Title: Automation - The Car Company Tycoon Game
Genre: Simulation, Strategy, Early Access
Developer:
Camshaft Software
Publisher:
Camshaft Software
Release Date: 12 Mar, 2015

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Minimum:

OS: Windows 7, 8, 10 - 64 bit

Processor: Dual Core

Memory: 3 GB RAM

Graphics: Support Shader Model 4.0 (Intel HD3000 Integrated, Geforce 8 Series, Radeon 2000 Series)
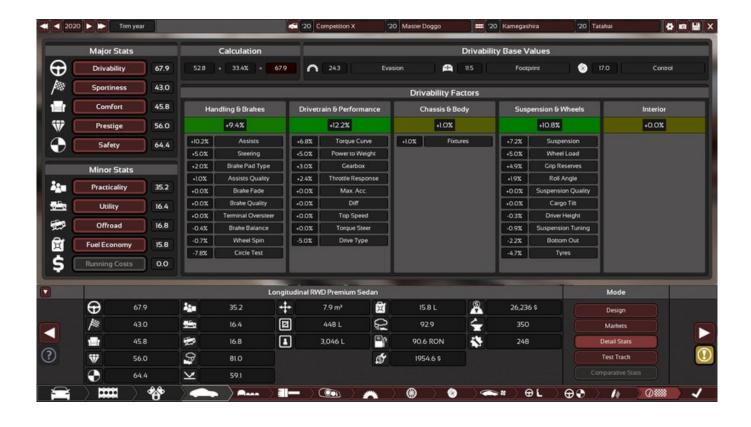
DirectX: Version 10

Storage: 3 GB available space

Additional Notes: Requirements for Ultra Low Settings. Framerate may be poor in some situations.

English,French,German,Polish

Major Stats

Drivability	67.9
Sportiness	43.0
Comfort	45.8
Prestige	56.0
Safety	64.4

Minor Stats

Practicality	35.2
Utility	16.4
Offroad	16.8
Fuel Economy	15.8
Running Costs	0.0

Calculation

| 52.8 | • | 33.4% | = | 67.9 |

Drivability Base Values

| 24.3 | Evasion | 11.5 | Footprint | 17.0 | Control |

Drivability Factors

Handling & Brakes		Drivetrain & Performance		Chassis & Body		Suspension & Wheels		Interior	
+9.4%		+12.2%		+1.0%		+10.8%		+0.0%	
+10.2%	Assists	+6.8%	Torque Curve	+1.0%	Fixtures	+7.2%	Suspension		
+5.0%	Steering	+5.0%	Power to Weight			+5.0%	Wheel Load		
+2.0%	Brake Pad Type	+3.0%	Gearbox			+4.9%	Grip Reserves		
+1.0%	Assists Quality	+2.4%	Throttle Response			+1.9%	Roll Angle		
+0.0%	Brake Fade	+0.0%	Max. Acc.			+0.0%	Suspension Quality		
+0.0%	Brake Quality	+0.0%	Diff			+0.0%	Cargo Tilt		
+0.0%	Terminal Oversteer	+0.0%	Top Speed			-0.3%	Driver Height		
-0.4%	Brake Balance	+0.0%	Torque Steer			-0.9%	Suspension Tuning		
-0.7%	Wheel Spin	-5.0%	Drive Type			-2.2%	Bottom Out		
-7.8%	Circle Test					-4.7%	Tyres		

Longitudinal RWD Premium Sedan

67.9	35.2	7.9 m²	15.8 L	26,236 $
43.0	16.4	448 L	92.9	350
45.8	16.8	3,046 L	90.6 RON	248
56.0	81.0		1954.6 $	
64.4	59.1			

Mode

- Design
- Markets
- Detail Stats
- Test Track
- Comparative Stats

Not what was advertised, doesnt feel complete :V. Back to game after a year and im amazed - Thank You Developers
I will be honest , ive already put Automation on the "Lost and forgotten list" due to lack of visible progress from my casual perspective in the campaign mode. But how wrong i was, while staying with other car manager {Gear City} i almost leave Automation for good. But once again, how wrong i was .

Automation , NOW is AMAZING car game, campaign not to mention car building part is really good now and i enjoy playint it. Developers put HUGE ammount of HARD WORK into this title and they DESERVED to be praised .
Plus ability to "test" and i mean REAL DRIVE of your cars in Beam NG with improved exporter is just sweet.
For people still wondering about purchase , FEAR NOT, THIS IS YOUR CAR GAME , HERE you can actually design, create, manage your own cars production and later after start selling these cars , YOU CAN ACTUALLY DRIVE THEM IN 3D with very advanced physics destruction system in the BEAMNG game becouse two of these game cooperate! And they much improved exporter.. Love this game the in depth customization is great. I made my dream car and a powerful one too. Can't wait to see what else comes out. Hopefully rotary is a thing but ik they're hard at work. Other than that I wish they would have a free slider for customization like with tire width being as wide as needed but other than that great game. And beamng support is also great.. it was honestly a waste of money
. If you like Beam NG, which I do not because it runs like crap on my Ryzen7 with 32GB of RAM and Nvidia 1060, then this is a neat tool to customize cars for driving in Beam. Otherwise, this is a very poor excuse for a tycoon game, which is why I tried it out in the first place.

The reason for this is because the tycoon mechanics are largely unfinished. In fact, being a programmer myself, I find creating stock market simulators, business managers, spreadsheet games, to be some of the easiest and most straight forward thing there is in programming. It's number crunching, create formulas and functions that can be largely found online and wallah, you have 90% of what you need to make the back end of a tycoon game. Graphics and presentation is the difficult part.

You see, Automation seems to have done this backwards. They started with a neat graphical tool for building cars for Beam NG, but are marketing a tycoon game, for which this is not. There are nice tutorials for building cars, and I had a little bit of fun moving sliders around until I got my engine and car stuff just right for the market I was targeting, but after that, this title falls on its face.

Factory production and sales seem to have a massive disconnect. At the time of this writing, there are no tutorials or clear data on how to properly set this up without losing your\u2665\u2665\u2665\u2665 I knew my market wanted cheap offroad vehicles that used low grade fuel, so that's what I made. I set all production to be as cheap as possible, even built budget chassis and drive train, yet the production and sales values do not seem to line up properly when everything is set up. Most everything car related is helpful in ensuring you are doing the right thing, but when it comes to production, sales, or marketing, good luck.

What's more, even if you somehow figure out how to break even or turn sales, there isn't much to the game at this point. There is no stock market, you cannot buy out competitors or make production deals, quite frankly, the game is bland. There are no parts vendors for the various accessories for your cars, and there isn't a vehicle market other than competing car companies that create all in one factories and spam the market.

Perhaps some point later more content will be added, but it seems the developers are charging supporters for each phase of development through DLC. That's nice and all if you like watching someone else bang your girl friend, but I refuse to buy into this model because I do not agree with the vision the developer has. Reading their online material, I see a lot of excuses for why things cannot be, and a consistent model of charging for new content with features that kind of suck.

Which brings me to the suck part. The company management options at this time are non existent. You can build factories for engines and car bodies only, and use sliders to tweak the production settings to your liking. Other than that, this is a tool for Beam NG, which I cannot play because I get 15 frames and the BeamNG developers refuse to support their game because it's your fault.

What would make me buy this game in the future?

If this was actually a tycoon game. If I could create a car company, choose finance options from the start, like IPO or private entity, which effect how much I own of the company and starting capital. Then pick the region you start in, which is already present in game. Then have the nice features for building cars, minus the constant crashes, but add the ability to buy from third party parts suppliers instead of making everything myself. That's the other thing, all car parts should be made somewhere, and this is usually third party, or a separate factory the company owns, or partly owns. This would add a dynamic to the game. Making things yourself would have high start up costs but more production value. Allowing for vendors to create after market parts for your cars could help increase marketability and desirability of your brand, but what do I know? Plus, a production and sales model that isn't confusing. The way its presented at present is not to be desired. It makes sense to the developer and a handful of fan boys, but the general public is likely to not like it because it isn't familiar.. This Game is Great Fun!

Enjoy The building and tuning of engines and cars etc but id like to see more detail into tuning and available things used for tuning

eg for fuel types, such as e85, methanol, nitro methane

allowing for injector sizing or direct injection amount.

more range in turbo sizing for engines allowing for bigger turbos on smaller engines

Superchargers added to the game

and more options for turbo engines in the exhaust section like different styled manifolds, single turbo and twin turbo for all engines and some have stated a ridiculous quad turbo setup for large engines like v16 etc, things id like to see added to the game, to make some crazy hp cars that people can have fun with

. Make a supercar? Sure. Horrid van abomination with a 50hp engine? Sure. Horribly stanced monster with a 14 liter V16? You can, but why would you?

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