Trailmakers Download For PS4



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# About This Game



Building a car, airplane, helicopter or walking robot is as easy as playing with blocks. Take your machines on exciting rally races, race them against your friends, or build the craziest contraptions you can imagine in our huge sandbox.

- Build intuitively with modular blocks - it is easy to get started, and the possibilities are almost infinite.

- Go on breakneck rally races with vehicles of your own making.

- There is always something to do: Join the Trailmakers Rally, take on challenges, play in the sandbox, race your friends or shoot each other to bits.

- Create without constraints in a sandbox full of jumps, half pipes and crazy obstacles.

- Compete on the global leaderboards in rally and race mode.

- Four player drop in drop out multiplayer game modes.

- An active and growing community with tons of premade vehicles ready to test.



EARLY ACCESS is short for: Trailmakers is still an infant and will become a lot better and BIGGER over the next year. Our aim is to ship significant updates every 2-4 weeks.

If you want to know more about our plans and what the current players are thinking then check out our discord channel: http://discord.gg/trailmakers

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Title: Trailmakers
Genre: Action, Adventure, Indie, Racing, Simulation, Early Access
Developer:
Flashbulb
Publisher:
Flashbulb
Release Date: 30 Jan, 2018

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows 7 64 Bit

**Processor:** i5-4440 (3.1 GHz quad-core)

**Memory:** 8 GB RAM

**Graphics:** GTX 660

**DirectX:** Version 11

**Network:** Broadband Internet connection

**Storage:** 5 GB available space

English,French,Italian,German,Danish,Polish,Russian,Simplified Chinese,Traditional Chinese

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(This review was made as of the 0.8.1.24230 update)

Trailmakers is a rather promising concept on paper. Being a fan of this strangely absorbing genre of "lego car builders", an interest that i can blame squarely on the botched third instalment to the banjo-Kazooie franchise, this game immediately stood out to me.

Not sure if anyone remembers Nuts&Bolts. If you do, then i apologise for reminding you of it, but at least you have a solid grasp of what this game is already. for those not initiated, imagine those lego car sets that you could buy and put together, only those model cars now actually move around and have a pathological hatred for chickens. You can build land, air, sea and a mix of the three, with a lot of factors to take into consideration as you sculpt your lego masterpiece, such as aerodynamics, downforce, stability, traction, power, weight distribution, the completely nutty physics engine that disintegrates your car for no reason, all that good stuff. It's a pretty robust system of game mechanics, and i can't wait for most of them to actually start working properly.

So, you've built your lego car. what can you do with it? Well... errr.... not much, to be honest. The game is split into four separate game worlds, each with a different purpose... in theory. There's the sandbox map, where you can drive around, the Danger Zone area, where you can... drive around, and the racing area, where you can... drive... around. Huh. The race area has a host of "races" for you to compete in, but they're all time trials, where you race against ghosts of other players' best times on the course. it gets boring very quickly, and #1 is, of course, always taken up by someone using a bot or script to drive for them so their time's unbeatable, leaving you to waste your time competing for 4th place, because 2nd and 3rd are also bots who just aren't as fast.

There was also an expedition mode, where you build vehicles out of parts you find lying around to tackle certain environment-based puzzles. unfortunately, that was scrapped and replaced by a series of repetitive race circuits against AI. Flashbulb's reasoning for this was that expedition was too hard to support, and they have an "exploration" mode in the oven, but how that will turn out remains to be seen. all we have currently is two sandbox maps, a sandbox race map, and a race map that you can't explore and mess around in.

The overall problem is that they've made a vehicle-builder, but they've failed to add much that you can do after the vehicle has been made. the maps are all incredibly small, with emphasis on off-road cars, planes and boats, with barely anywhere to test out your 2fast2quick race cars.

They seem to think that the lack of horozontal axis can be solved by a vertical axis, so both sandbox and danger zone are hilly and mountainous, with little in the way of actual exploration. The first step to fixing this would be to just merge the danger zone into sandbox. other than performance, i see no real reason to separate what are just the same kind of map but in different flavours. stick 'em together and at least i don't have to sit between two loading screens to swap between them.

What this game is crying out for is simply much larger maps. if you were to get a boat or plane and keep going in a single direction on any of the three maps, you'd find that the actual size of the map is simply massive, but only a small portion has

anything of actual value in it, so it appears possible to add more land, at least from a game engine perspective. One idea a map dedicated to each basic flavour of vehicle, like a ravine or fjord for planes, an oceanic map with underwater caves for boats and submarines, and some actually lengthy race tracks for both on-road and off-road vehicles respectively.

This game also has an online mode. you start up a server, choosing from the race area, the danger zone, sandbox or a fourth map that manages to be even smaller than my IQ, and then you just mess around on it with other people present. normally, incredibly annoying people that will attack you relentlessly and bombard you with racial slurs. unless you're playing with friends on a password-locked server, i wouldn't bother.

The game looks pretty nice for something in early access. that sounds like a compliment, i know, but be aware that, to get the full graphical experience, you need to be on the highest settings. The newest update (at time of writing) added a rather surprisingly deep advanced graphics options menu, with a lot of control over a lot of things, up to and including shifting certain processes between CPU and GPU, which helps if your system is a tad lop-sided. However, if you're not on modern hardware, and i mean hardware you wouldn't expect needing for this game, you're going to see a lot of ugly, reduced textures and terrible lighting.

 Overall, performance is still in need of some optimisation. Even on my extremely modern hardware, (i9 9900K + GTX TITAN XP, are you jealous lads?) there seems to be a lot of lag spikes, microstuttering and, on a couple of occasions, just random freezing as the game struggles to keep up with you. Granted, it's in early access and the devs did release a patch a short while ago that helped mitigate these performance issues, but another go-over wouldn't hurt lads, if you're still showing symptoms, you need to keep taking your medicine.

All things considered, i mostly equate this game to an incomplete Sunday dinner. It's got the Sausages, Bacon and Beef of an impressively in-depth lego car-builder, but it's missing the mash potato, carrots, peas and grilled tomatoes of content tailored for said cars, and what you're given feels more like a holdover until something of actual substance is added. given the choice, i'd wait for the exploration update to drop at the very least before making a final decision on this game. it's starved of content, and hopefully, what flashbulb have cooking might make the difference. Guess we have to wait and see.

C'mon lads, don't disappoint us.. Very good game! I do not know why people would want to hate it.. Expedition mode fed you blocks one by one and gave you the tools and time to learn how to use them. Removing it before whatever replacement was ready was not a smart decision.. a very good game, you start out building mediocre things, but once you learn the basics you can make very good things, i love making animals, bionic vehicles, and other unique creations, and discovering new methods of movement is very fun. This game is motorized Lego in a nutshell. Unlike other complecated craft games, it's very easy to play. Keep in mind the game is still under development, so it's constantly changing! The developers are very friendly and they're continuing to try new things. The only limit is your imagination.. I don't want to lie here. Trailmakers is not perfect, it has many issues with unstable servers, sometimes wonky physics\/destruction physics and lots of bugs. but that has pretty much every sandbox game to some extent, especially when in early access. but Trailmakers doesn't need to stand out in that regard because it has some other things that make it unique and fun to play. that said I will list some of my personal experiences that I got while playing the game.
first of it is really easy to get into thanks to its simple building mechanics and low level of skill Required to build stuff like a functional car or plane, but those same simple mechanics don't limit what you can do in any way(or at least most).
Another thing I really like about the game is the "Logic blocks" they are as the name suggests logic related blocks like logic gates and sensors, they allow for some pretty awesome stuff if you know how to use them. (my favorite use is to make semi-automated vehicles)
Some of the things I did\/don't like about Trailmakers are the servers, the servers are player hosted which is totally ok with me but even when running on a strong PC they seem to be pretty fragile. another thing about the servers is that the host does not have the option to kick players who are on his server, that can sometimes cause some really annoying situations where a player is being really annoying and you not being able to do something against that except to restart the server and risk him joining again. and then obviously the bugs but they are mostly just annoying and nothing major. (at least for me)
And now for some neutral stuff, I personally like the new racing focus on the game but many people got a bit upset about it because, in the beginning, the focus was on open map exploration, but the devs listened and promised a new exploration mode for which i am really excited.

And another thing i really like is how close the devs are to the community especially on the official Trailmakers discord server, they have a weekly live stream and talk on the discord really regularly

**Development Update #1**:

*Greetings everyone!*

It is about time we got started on a development blog for Trailmakers. We want to share with you what we are working on so you know where the game is headed. First, a quick note on current Trailmakers versions.

Alpha Demo and Alpha Testing. **Launch Date!**:

We are finally ready to announce the release date for Trailmakers on Steam Early Access. We initially hoped to have it ready in Q4 2017, but we didn't quite hit that mark. Trailmakers launches on Steam Early Access **January 31st**! We can't wait to show you the game!



We also have a very special invitation. On **January 11th-14th**, we will have an Open Weekend for Trailmakers. This is your chance to try the game before launch, and EVERYONE is invited. All you need to do to get invited is sign up on our website [www.playtrailmakers.com]. Tell your friends to join, and make sure they sign up. The Open Weekend is multiplayer only, and entirely FREE.



Lastly, check out our brand new Early Access Announcement Trailer below!

https://www.youtube.com/watch?v=5banoxNEkzE. **Trailmakers 0.5.2 - Submarine is now live!**:
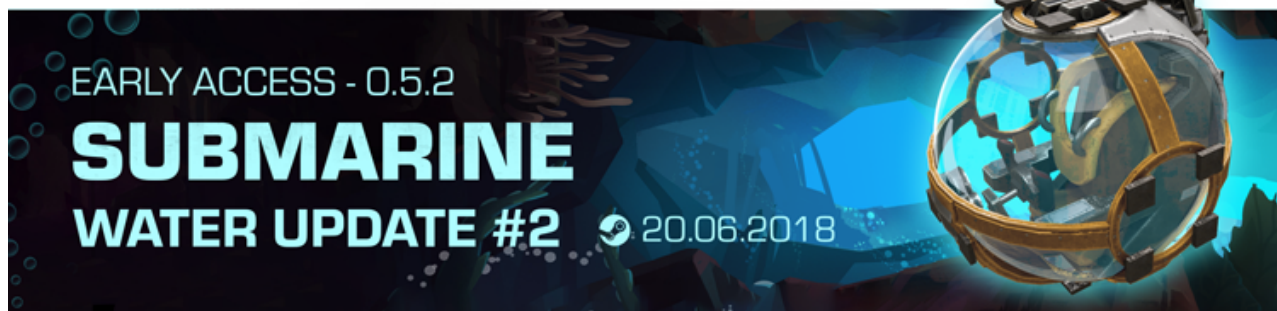
This is the second water-themed update for Trailmakers, and we call it "Submarine". While the first water update, "Build-A-Boat", was centered around surface-vehicles, this update is focused on the sub-surface. The list of changes might seem small, but once you try the new blocks you will discover just how big this update really is.

General. **Upcoming Branch Update! More RAM improvements! CPU Complexity Limit Increased!**:
We've made some additional performance improvements to the build on the upcoming branch, with a focus on solving the high priority issues we've been looking at this week alongside some background prep for **our first minor content patch coming later next week!**

To opt in simply right click Trailmakers, go to Properties and then the Betas tab. Select "upcoming - Experimental build of upcoming release" and Steam will download this update.

This will update Trailmakers from **0.4.0.11167** to **0.4.0.11331.**

Opting out is the same process, except you just select "NONE" to return to the release version of Trailmakers.

Please note, **to see and join multiplayer servers you'll need to be playing on the same version!**

General. **Trailmakers 0.7.2 - The Danger Zone!**:



What an update we have in store for you today! Two huge new features have made it into this version of Trailmakers: A new multiplayer framework, and a new Sandbox map. Let us know what you think in the comments.

General. **Announcing the Upcoming Beta Branch!**:
We're getting ready to push out a new update but before we send it to all Trailmakers we're letting people opt in to our public "upcoming" beta branch! To opt in simply right click Trailmakers, go to Properties and then the Betas tab. Select "upcoming - Experimental build of upcoming release" and Steam will download this update.

This will update Trailmakers from **0.4.0.10949** to **0.4.0.11167.**

Opting out is the same process, except you just select "NONE" to return to the release version of Trailmakers.

Please note, **you will only be able to see and join Multiplayer games with people playing the same version.**

**Stay tuned for more news on coming updates later this week!**

**General**. **Introducing the Trailmakers Gallery...and some kind of workshop?!**:

**Introducing the Trailmakers Gallery**

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