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## Trailmakers Download Blackbox



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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.

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- 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

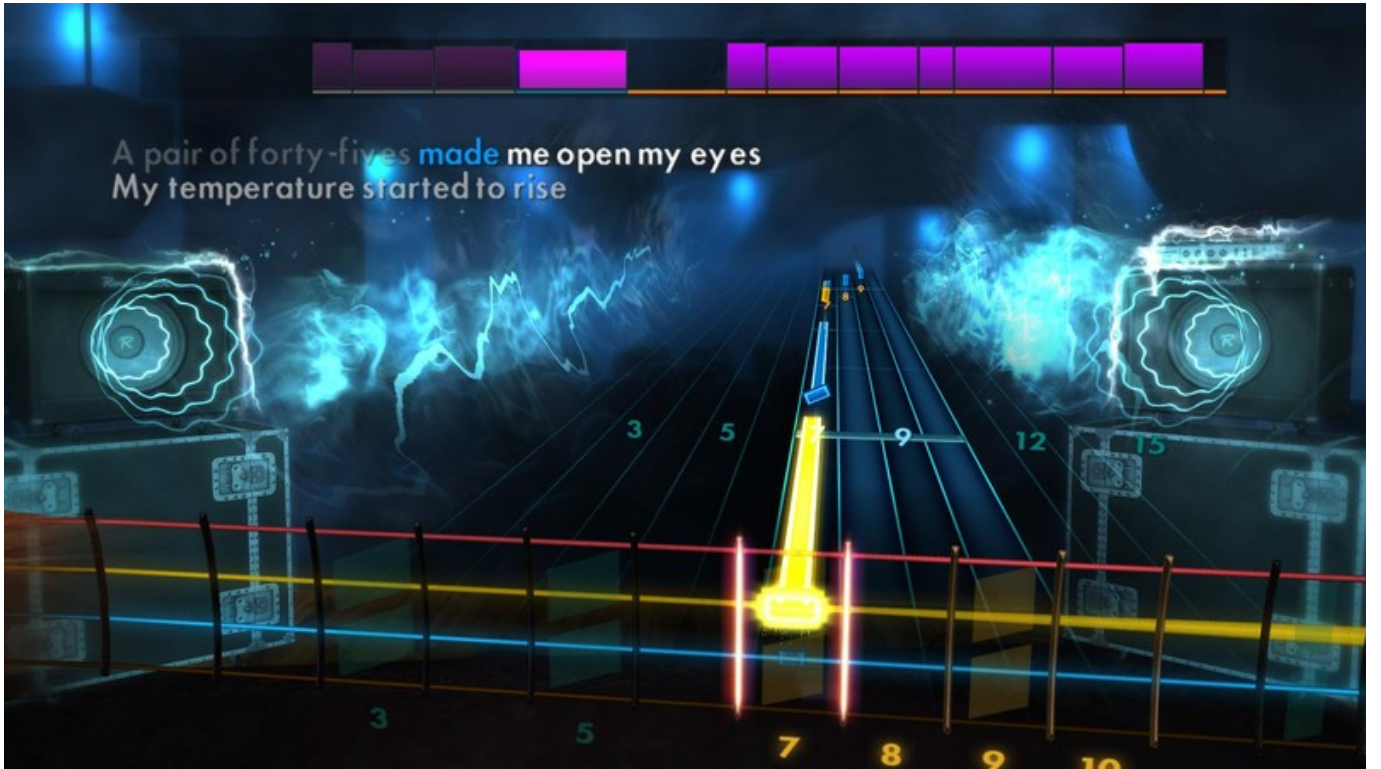
**Graphics:** GTX 660

**DirectX:** Version 11

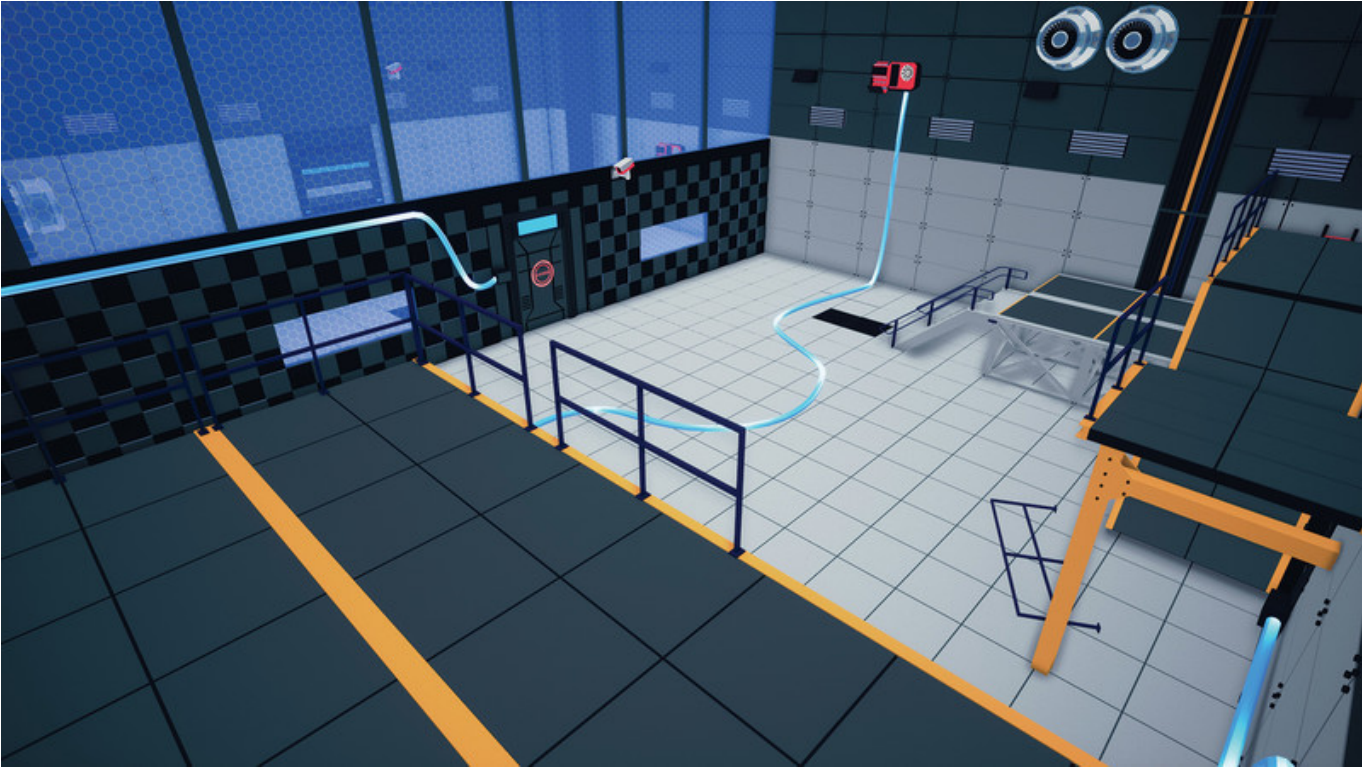
**Network:** Broadband Internet connection

**Storage:** 5 GB available space

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



A pair of forty-fives made me open my eyes  
My temperature started to rise





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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. 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. (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

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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 horizontal 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.. 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.. Very good game! I do not know why people would want to hate it.



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This game is motorized Lego in a nutshell. Unlike other complicated 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.

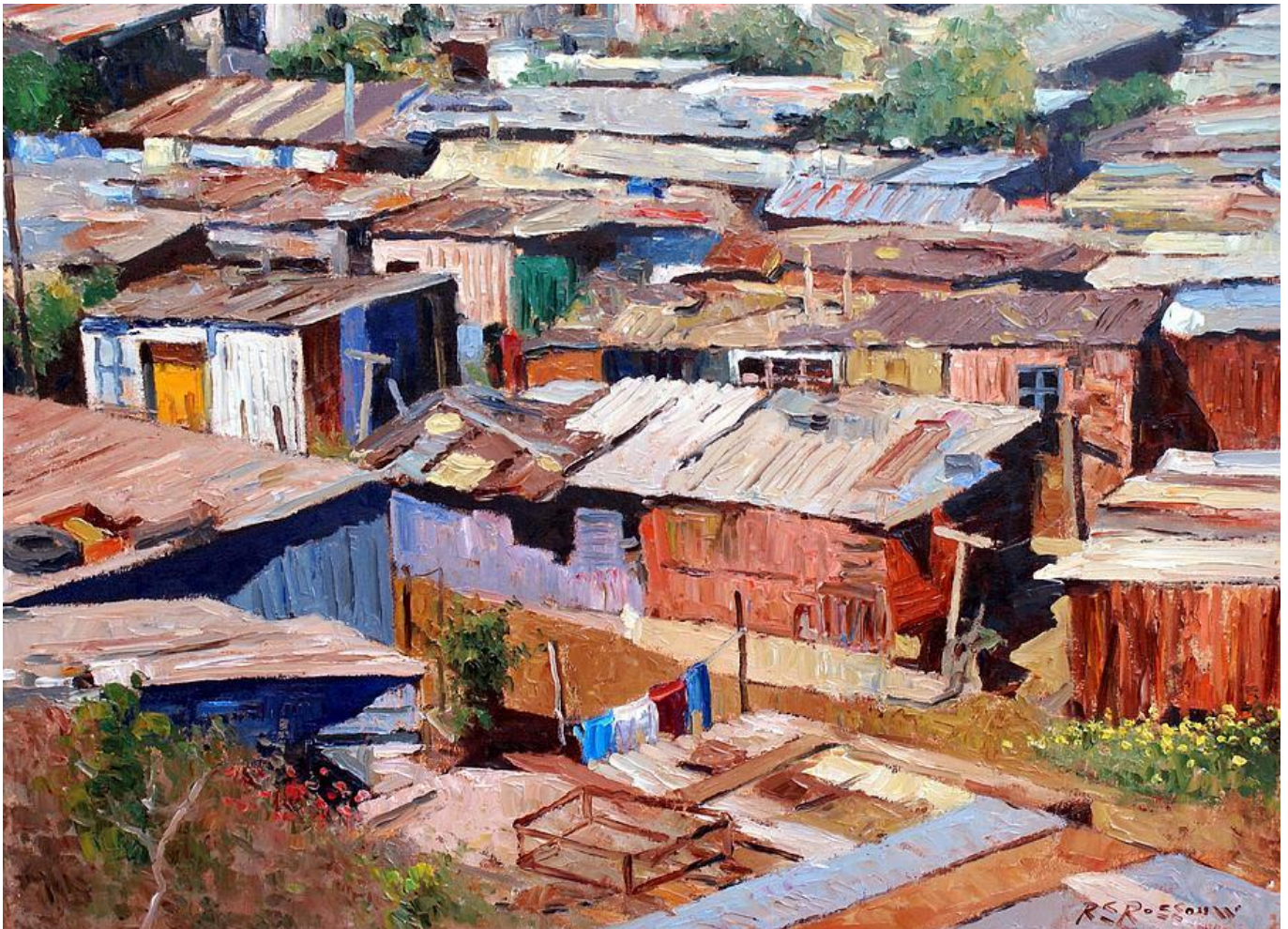
#### **Development Update #4 - Building for Early Access:**

Hi everyone!

This development update is a bit more meta than the ones we have made before. It's about the feature choices we make when developing a game for Steam Early Access.

When you buy something with the 'Early Access' tag on Steam, you expect a small slice of what the full game will be like, and that the developers will keep making the game better. You probably do it to support the development, maybe to save a bit of money, and definitely to try the game as soon as possible. It's clear from reviews on Early Access games that players expect a relatively bug/crash free game, but are okay with lack of content as long as more is coming soon.

We have a HEAP of content planned for Trailmakers, so we have been discussing what to add during the Alpha, what we want to have ready for Early Access launch, and what we want in the full version of the game. Since Trailmakers is all about building vehicles, I will describe our possible approaches with... real estate metaphors. Close enough.



One approach is what we'll call the *Shanty Town*. In a shanty town approach, we would make all the features we have planned for Trailmakers ready for Early Access, but in a very undeveloped and possibly fragile way. Sure, the features would all be there, but they might be frustratingly simple and lacking structure. Early Access would be spent on repairing, rebuilding and improving the many, many features.



The second approach is the *Desolate Mansion*. With this approach we would pick **one** feature for Trailmakers, finish it completely and then release Early Access with that feature and not any of the others we have planned. An example would be releasing with a finished Expedition Mode, leaving out Sandbox Mode, Multiplayer, Challenges etc. for later development. Early Access would be spent on adding more features one by one - populating the desert.



The third approach, the one we are going with, is the *Skyscraper* approach. For the Early Access Launch, we are making a solid foundation of fleshed-out features that serve as the core of the game. On top of that, we are creating the framework for more content making it as easy as possible for us to provide monthly content updates. As an example, this means we are building the whole game on a multiplayer framework, but not rolling out multiplayer in every game mode from launch. We think this will give the best experience for you guys, and a more fun Early Access period full of cool content updates!

**Do you recognize any of these approaches from other games? What do you think about Early Access? Let us know in the comments.**

**. Trailmakers 0.7.3 - The Happy Holidays Update!:**



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The holiday season is upon us. It's time to cozy up with a blanket, some hot cocoa, and maybe the new Trailmakers update? It's a smaller update than last time, but it has some new features we hope you'll enjoy. If you need something else to do during the holidays, make sure you check out our [Trailmakers competition](http://www.playtrailmakers.com) where you can win a Blue Yeti (how thematic).

**General. Getting ready for launch (aka "Oh no, my game is gone!"):**

Hi everyone!

I hope you enjoyed the Open Weekend of Trailmakers - we were overwhelmed by the amount of players, feedback and cool vehicles. A big thank you to everyone who tried it. We can't wait to see what you do with the game when we launch on Early Access on the 31st of January.

In preparation for the launch and our Steam review, we have revoked all Alpha Test keys. To everyone who pre-ordered the game, you will receive a NEW key for the final version on the 31st. We will soon be in contact with players who pre-ordered about getting their name engraved in a mountain in the game.. **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. Rings of Fire Update!:**



Hey Trailmakers! Welcome to the Rings of Fire update! We have some exciting new stuff in this update, such as the addition of a Sonic Boom effect when you travel faster than the speed of sound!

Combined with our performance enhancing update we released earlier this week, we hope you're getting revved up for our first **large content update coming at the start of March!**

**The Rings of Fire update will take Trailmakers from version 0.4.0.11398 to 0.4.1.11562.**

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**General. Race Island Update is Live!:**



When you update Trailmakers today, you will be able to play on our brand new Race Island map. Build a record-breaking drag racer, smash the leaderboard in a jet plane time trial, or race your friends with go-karts. There's tons to do in the new Race Island update for Trailmakers!

To make a better racing experience we have made a race challenge system, added a handful of new blocks, and improved the steering. Read more below, and thanks for having patience with us :)

Race Island

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