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About This Game

Become an appraised bridge engineer and architect in **Bridge Constructor**. Create and design your own constructions and watch the cars and trucks pass over them - or see them fall and crash while your inferior creations collapse due to weight and the laws of physics!

Progress through numerous levels and build bridges over deep valleys, canals, or rivers. Stress tests reveal whether the bridge you build can withstand the daily stress of continual use from cars and trucks.

Choose between a range of materials for each individual bridge, such as wood, steel, cables, or concrete pillars. Use the appropriate materials and stay within budget to build the perfect bridge. The choice of materials enables you to build each bridge in almost infinite variety – your budget is the only limit.

So get on the drawing board and set your imagination and creativity free!

The Steam version also includes **SlopeMania**, a fully sized Add-On to the original game, bringing more levels, features, a new setting and much more.

Key Features

- 64 Levels
- 6 Settings: City, Canyon, Beach, Mountains, Hills, Grotto

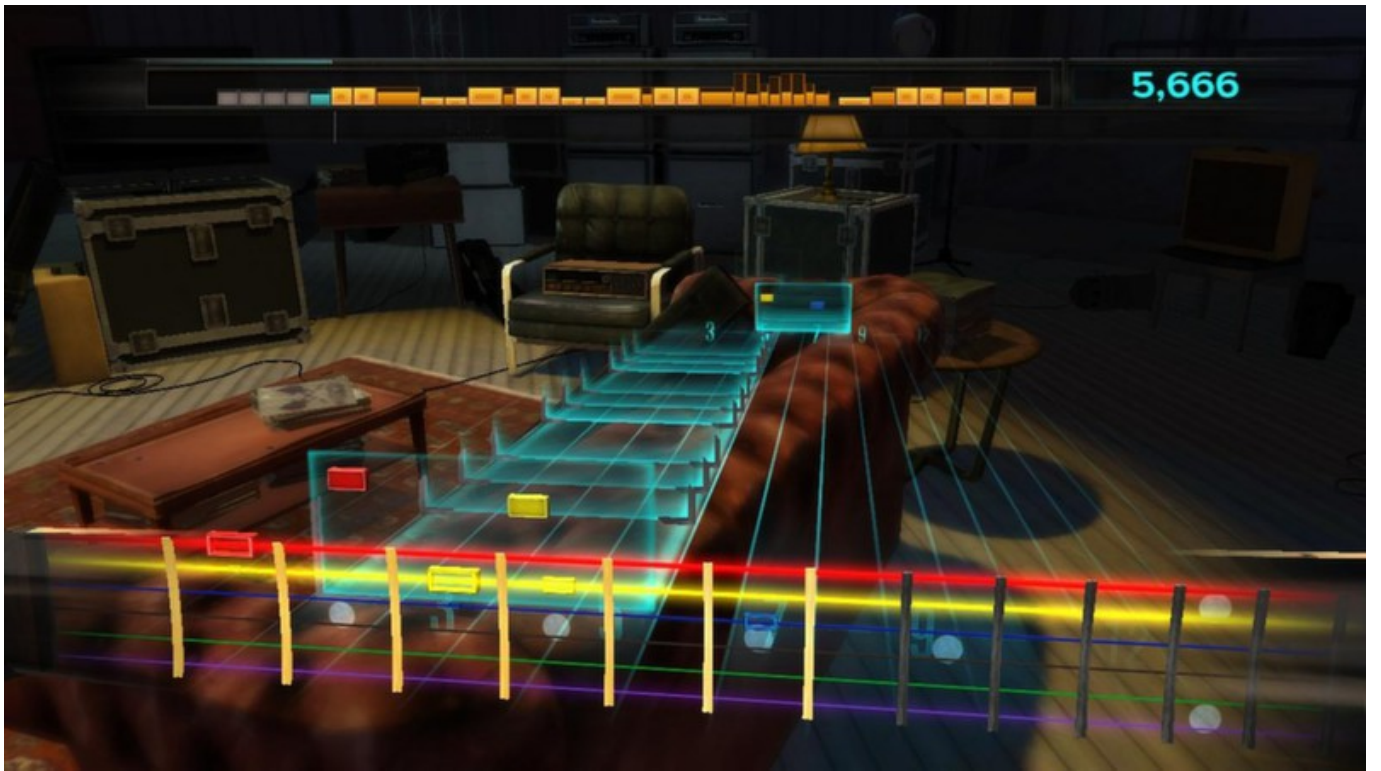
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- Option to build sloping roads
 - Map with all unlocked worlds/levels
 - 4 different building materials: Wood, Steel, Cables, Concrete pillars
 - Color coded load indicator for different building materials
 - Three different load bearing levels: Car, Truck and Tank Truck
 - High score per level
 - Steam achievements & Leaderboards

Title: Bridge Constructor
Genre: Casual, Indie, Simulation
Developer:
ClockStone
Publisher:
Headup Games
Franchise:
Bridge Constructor
Release Date: 16 Oct, 2013

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English,French,Italian,German,Dutch,Japanese,Korean,Portuguese,Russian,Simplified Chinese,Traditional Chinese,Turkish







refund me for that game because I bought it a while ago but never tried it before.. this game is a♥♥♥♥♥♥ what were you thinking when you decided to make the game. Maybe you were in toilet ?. This is such a fantastic game, but after combing forums and trying every combination of different wireless and wired controllers, I only got the game to recognize controllers one time, and I had a total blast playing it. But every time I've loaded it since then, it hasn't worked, and I really want to play it more.

Please please, import a controller asset from the Unity asset store and map controllers 1 and 2 to the two players. I've tried wired and wireless Xbox 360 controllers, and knockoff 360 controllers and no luck. :(Error 404 : Challenge not found

Best Sneaking Suit Ever! Even I can't find it in the game! lol. Neat little game. It looks very good and I specially like the 3d camera mode. It's definitely worth the money. The only thing I am missing is a "non-mission" mode for single-player in which you can try out all the different mechanics on your own.

If the "Finished" and "Lost"-screens would then be displayed a little shorter, this would be perfect!

. In short: A cartoony SPAZ or FTL which rewards skill and microtasking, using one hand to command the ship and the other to rebuild and repair on the fly. A lot of challenge and modern humor, but not as deep in terms of variety and tech.

Good for: Lovers of retro charme with ACTUALLY decent gameplay

Bad for: Those who panic easily and hate multitasking. Although almost 21 years old at this point, Toonstruck continues to be an enjoyable experience time and time again. What confuses me is why in the world would developers think that these Cartoony looking characters would appeal to anyone? I understand it's a good direction to use low poly designs to reduce game lag, but honestly.. It makes it look like the Mega Fantasy Pack from the Unity free section.

I think using the same shader with a Breath of the Wild looking Character design would be great for this game, it really takes away from playing something when you look at someone and they look so unappealing.

It has good aspects. Mechanics are for sure one of them compared to other games.

Hey Devs? Want some seriously good input that will make you \$\$? Email me brother. Matownerie@gmail.com. [It is a wonderful game but do not buy it together with the base game of freedom force, the added game is not compatable with any windows whatsoever. buy the other game on gog.com. 7.5V10. Genuinely sharp writing in a medium that so often lacks it and good use of the medium's choice based nature elevate a polished, entertaining experience that ultimately lacks any greater themes.](#)

[Void is a thriller VN. I don't know that I've played any other VNs quite like it, but if you've ever read a Robert Ludlum novel, this slots pretty easily into that category. Morally dubious characters running around murdering people while taking time off and having fun.](#)

[The story structure is good; the VN uses choices to good effect. And the writing is very slick. Unfortunately it also carries some of the flaws of its genre, like unrealistic ability - the "heroes" are almost never in any real danger. At one point the MC says "I could hear 5, no 8 people coming my way." He's apparently a bat with sonar capabilities.](#)

[Really the biggest "issue" I see with this is that there's no real theme behind the story here. CyberRebeat, Enigma, The Silver Case, and many others--they're all saying something. And even in cases where a VN isn't necessarily saying something, it usually has some clear themes \(like G-Senjou for example\). This one doesn't. It's just...stuff happening.](#)

[And that's okay. Not every story needs to have a moral. It simply means there's not much to get out of it but pure entertainment. I had popcorn before writing this review. It's not filling, but sometimes it's just nice to have.. Great game for anyone who likes building strategy games, has a lot of potential for the future, modding etc.. Great game, if only my wallet was as full as the content in this game.](#)

[IF YOU DO GET THIS GAME, PLAY EVERY SINGLE ROUTE. EVEN THE SECRET ONES.](#)

[I recommend this to anyone who is interested in visual novels. This game reminds me of the Grisaia series, as every single character has a completely different route.](#)

[EDIT: AN ACTUAL REVIEW](#)

[The art is good. Ridiculously good. They even have particle effects.](#)

[The characters are very lovable and relatable to many VN fans out there.](#)

[The content is full in many ways](#)

[The one downside to this game is its hefty price tag, which is **completely worth it.**](#)

[Reminder that the 18+ patch is free and it's on mangagamer \(link below\).](#)

[http://www.mangagamer.com/freedownload.php?product_name=D.S.%20Dal%20Segno%20\(download\)](http://www.mangagamer.com/freedownload.php?product_name=D.S.%20Dal%20Segno%20(download))

[Well it says trial but ignore that...](#)

EDIT AGAIN:

Some of the routes are very complex, each route providing a completely different story. To get the full experience of the game, play every single route. The character development in each route take a different path. For example, Hazuki is actually not Hazuki, but her twin sister. Her route develops her character by making her have 2 conflicting personalities, and our protagonist develops feeling for both personalities. Having a bit more game time than the last edit, I can safely say that this was well worth the price.. Ramped off of a dirt car and into the catch fence at high speed. 10/10 would buy again.

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