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## ***Construction Simulator 2015***

**Experience the power of heavy vehicles and work on challenging building projects  
in this ultimate construction simulation for PC and MAC OS!**

Following the gigantic success of *Construction Simulator 2014* on iPhone®, iPad®, Android™ tablets and smartphones (more than 2 million sold games, continuously in the top charts of the app stores for almost 12 months after release), German games publisher astragon Software and developer wertenbauer. are happy to announce the upcoming release of ***Construction Simulator 2015*** for PC and MAC OS on November 19, 2014!

Just as in the mobile version, the player assumes in ***Construction Simulator 2015*** the role of a builder, who sets out to expand his newly inherited construction company and vehicle fleet by fulfilling construction and supply contracts and working himself up to the top from small-time contractor to the largest construction tycoon in town! In possession of a small flatbed truck with trailer, a skip lorry and a small excavator, the young entrepreneur first needs to take on smaller jobs and delivery missions in a little village and its surroundings, before he can invest some of this money in additional machines and vehicles, that will enable him to expand the influence of his company to the big city with its varied neighborhoods.

The money the player earns by successfully mastering these first missions can be used to expand the growing business' fleet: next to wheel loaders the vehicle traders are also offering big excavators, halfpipe trucks, concrete mixers and concrete pumps, flatbed trucks with crane, forklifts, low loaders, rollers or giant machines like a LIEBHERR 81k fast-erecting crane or a LTM 1060-3.1 mobile crane. With a vehicle fleet of 15 construction machines and vehicles painstakingly modeled to reflect their real life counterparts by internationally well-known manufacturers such as LIEBHERR, MAN and STILL an almost endless variety of building tasks wait to be tackled in a large, freely accessible environment.



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The more varied the vehicles owned by the player are, the more increasingly complex contracts will be offered to him in the tenders of the city's districts, until he will be trusted with very demanding public tenders such as the construction of the municipal swimming pool, a soccer stadium or a new school building.

In contrast to the previous mobile versions the player will be able to explore a much larger game world with many new features that will set the heart of every construction and simulation fan racing! An extensive cooperative multiplayer mode allows players of **Construction Simulator 2015** for PC and MAC to play together with up to four friends and family and fulfill challenging buildings tasks as a team. Detailed and fully animated cockpit interior views of the vehicles and machines and the great variety of their operational areas will guarantee lots of realistic building fun, while the newly integrated economic system means, that in order to be a successful businessman, the player will not only need to take the wheel of the company's machines but also keep an eye on his finances as well as the labor costs of his staff.

Thanks to more than 150 building sites with 250 varied subtasks, the player will have no problem staying busy in the game's lively, freely accessible world - including smart AI traffic. For all those who simply cannot get enough of **Construction Simulator 2015**, there are modding tools that can be used to add to the game in any way they want. The vehicle editor will enable creative players to add new vehicles and machines, while the mission editor allows them to design and integrate their very own building missions, which can of course be freely shared with other members of the game's community.

**Construction Simulator 2015** for PC and MAC OS will be available worldwide on November 19, 2014 in retail and for download via Steam® for 24.99 € or \$29.99 (MSRP).

For more information please visit us on:

facebook: <http://www.facebook.com/ConstructionSimulator>

homepage: <http://www.construction-simulator.com>

trailer: <http://youtu.be/ejTPJp7ot4Q>



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**astragon Software GmbH**, founded in Hagen/Germany in 2000, has made a name for itself mainly with the production and distribution of sophisticated simulation games for PC and – with games such as the Farming Simulator franchise and the Construction Simulation series in its portfolio – has for years successfully defended its position among the leading businesses for this market segment within the German-speaking region. Additionally to simulation games, the publisher, now situated in Moenchengladbach/Germany, is responsible for the exclusive retail distribution of high-quality casual games by well-known international publishers such as Big Fish Games. Apart from PC games, astragon is also releasing titles for Nintendo DS™, Nintendo 3DS™, PS3®, Xbox 360® and MAC®. After its first successful projects on mobile platforms, astragon is planning to release further games for iOS® and Android™ in the upcoming months. For more information please visit our homepage [astragon.de](http://astragon.de), or follow us on [facebook](https://www.facebook.com/astragon) or [youtube](https://www.youtube.com/astragon).

**weltenbauer. Software Entwicklung GmbH** is a developer of computer games, interactive applications and visualizations. Since 2006 weltenbauer. has implemented a great variety of projects in the games, serious games and interactive segments. This has enabled the team to gain extensive experience in multi-platform development for mobile devices, consoles, desktop systems and browsers. The weltenbauer. team consists of twelve permanent employees and free-lance experts from the fields of 3D computer graphics, conceptualisation, real time and web development. Find more information on [www.weltenbauer-se.com](http://www.weltenbauer-se.com) and [www.facebook.de/weltenbauer](https://www.facebook.de/weltenbauer).



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