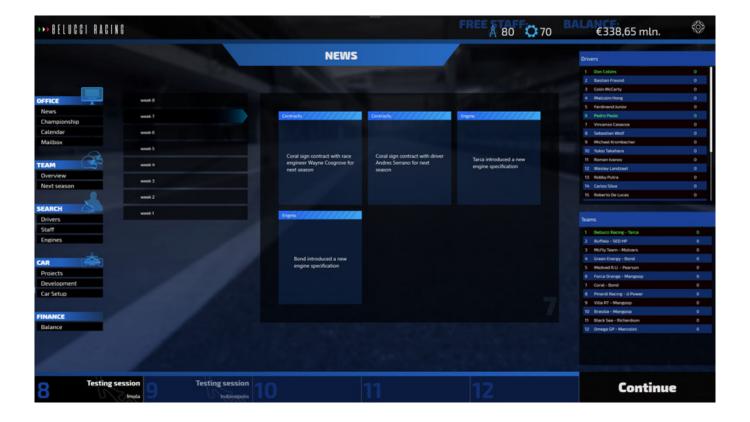Open Wheel Manager Activation Code [portable]

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About This Game

Open Wheel Manager - is a tactical manager for the open wheel race fans.
In the game are respected classical for race management genre principle of indirect control - you will not have to press KERS button every second during the race, or open and close DRS. Your main goal as a race manager is to develop the fast car, to hire pilots and to select right race strategy.

KEY FEATURES:

- 12 teams in Championship, 40 pilots, 9 engine suppliers;

- 4 types of facilities;

- Car development from project to parts production and installation on the car;

- Contracts with pilots, key staff, sponsors and suppliers;

- Growth of parameters in young pilots and veterans regress;

- Realistic transfers of pilots between teams based on the reputation system;

- 2D race engine;

- Game save and load with the opportunity of parallel several careers starting.

MODS
The game structure makes it easy to change initial data:

- Pilot and team names, parameters - all this is easy to edit in SQLite data base format;

- Change team-logoes, tracks and trajectories to them overwriting the svg-images in the game folder;

- Language files could be edited in the simple notepad. New translations from the language folder are loading automatically;

- We add the opportunity to keep several mods simultaneously and select the desired one at the start of the new game.

BUGS
We understand that there are can be bugs in the game, that can crash the game. So, we've made the auto-save function, for you don't lose the data in the game.
In case of game crashes, please, leave bug-report in one of our communication channels.

Title: Open Wheel Manager
Genre: Racing, Sports, Strategy, Early Access
Developer:
Paprikash.Works
Publisher:
Paprikash.Works
Release Date: 10 May, 2019

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Minimum:
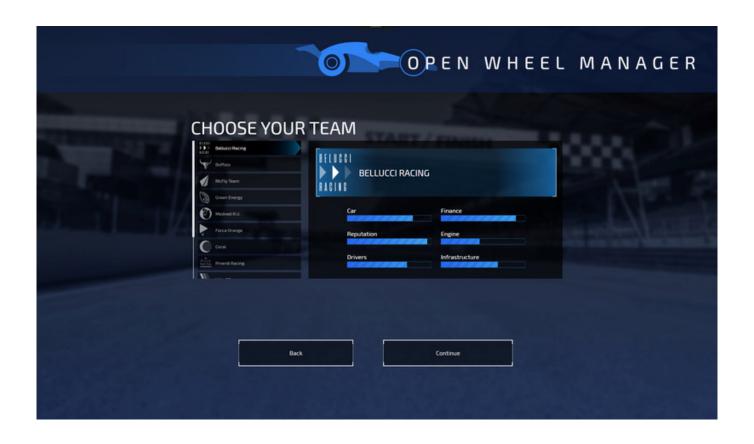
OS: Windows 7 SP1

Processor: Intel Core 2 Duo P8700 @ 2.5 GHz

Memory: 4 GB RAM

Graphics: Intel HD 4000 series

Storage: 1 GB available space

English,Russian

BELUCCI RACING

FREE STAFF: 80 ⚙ 70   BALANCE: €356,00 mln.

OVERVIEW

OFFICE
- News
- Championship
- Calendar
- Mailbox

TEAM
- Overview
- Next season

SEARCH
- Drivers
- Staff
- Engines

CAR
- Projects
- Development
- Car Setup

FINANCE
- Balance

Don Collins	Age 25
Salary	€487 K per week
Contract until	end of 2017

Driver 1

Pedro Paulo	Age 28
Salary	€249 K per week
Contract until	end of 2017

Driver 2

Sergey Kabanov	
Car design quality	85
Car design optimization	67
Car design speed	79
Salary	€77 K per week
Contract until	end of 2017

Chief designer

Ante Culic	
Car setup	28
Psychology	67
Salary	€46 K per week
Contract until	end of 2017

Race engineer

John Tarka	
Car setup	58
Psychology	22
Salary	€40 K per week
Contract until	end of 2017

Race engineer

Power	
Reliability	
Weight	
Cost	€1,38 mln. per race
Contract until	end of 2017

Engine — Very poor

	Level	Staff	Salary budget		Next level
Engineers	7	91	€410 K per week (Low Medium High)	Upgrade	Next level 8, 16 weeks, €400 K per week
Commercial	8	104	€468 K per week (Low Medium High)	Upgrade	Next level 9, 18 weeks, €450 K per week
Design	8	104	€468 K per week (Low Medium High)	Upgrade	Next level 9, 18 weeks, €450 K per week
Mechanic	4	52	€234 K per week (Low Medium High)	Upgrade	Next level 5, 10 weeks, €250 K per week

Facilities

Name	Sponsorship	Duration

Sponsors

Drivers
1	Don Collins	0
2	Bastian Freund	0
3	Colin McCarty	0
4	Malcolm Hong	0
5	Ferdinand Junior	0
6	Pedro Paulo	0
7	Vincenzo Casazza	0
8	Sebastian Wolf	0
9	Michael Krombacher	0
10	Yukio Takahara	0
11	Roman Ivanov	0
12	Wesley Landzaat	0
13	Robby Putra	0
14	Carlos Silva	0
15	Roberto De Lucas	0

Teams
1	Belucci Racing - Tarca	0
2	Buffalo - SED HP	0
3	McFly Team - Molnars	0
4	Green Energy - Bond	0
5	Medved R.U. - Pearson	0
6	Forca Orange - Mangoop	0
7	Coral - Bond	0
8	Pinardi Racing - JJ Power	0
9	Villa RT - Mangoop	0
10	Brastia - Mangoop	0
11	Black Sea - Richardson	0
12	Omega GP - Marcoloni	0

1   2   3   4   5   **Continue**

RACE WEEKEND - QUALIFICATION RESULT

Having played the demo then Early Access I am pleased with the state of the game. The developers are quick to respond to any bug and suggestion reports and overall the gameplay is enjoyable.. hi,

played the demo and start now with the EA Version.

I enjoy already a lot the style of the sim and the possibilities. You're doing a great job.

I hope for lots of development updates and content, content, content, ...

Please tell us a roadmap about your planned updates - and a detailed manual is urgenty needed, I'd say.

Thumbs up, pls dont let your supporters down. Thanks.

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