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About This Content

UPDATES SINCE RELEASE

In addition to the original DLC described below, we continue to add new assets to our DLCs based on community feedback. Since the release of the PBR update to GameGuru, we have been upgrading assets with additional PBR textures. These updates have included:

- Sports equipment and medical machinery
- Entire industrial folder including buildings, bridge pieces, and machinery
- Vehicles, road furniture, and a large rusty old skip

ORIGINAL MEGA PACK 3

This bumper pack contains over 400 game ready entities! There's a wide range of objects in this pack including War torn buildings & old ruins, industrial machinery, medical items, furniture, sports equipment and much, much more. We're sure you'll find lots of useful items for your games in the pack.

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- 72 Urban items
 - 69 Sport items
 - 69 Buildings (mainly external and not enterable)
 - 64 Office & Industrial props
 - 32 Furniture items
 - 18 Screen decals
 - 25 Industrial objects
 - 18 Scenery parts
 - 11 Medical items
 - 9 Foliage plants
 - 8 Panel decals
 - 2 Laser decals
 - Electricity & Energy decals

The pack will effortlessly install direct into your GameGuru library. When you run GameGuru and click on New Entity in the Library you will see a new section called "Mega Pack 3". Click on it to start exploring your new library resource of game assets.

All the assets in this Mega Pack are royalty free, meaning any game you make with them can be legally sold by you.

Title: GameGuru Mega Pack 3
Genre: Action, Adventure
Developer:
The Game Creators
Publisher:
The Game Creators
Release Date: 19 May, 2015

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Minimum:

OS: XP, Vista, 7, 8, 10

Processor: Intel Dual-Core 2GHz or AMD Dual-Core 2GHz

Memory: 2 GB RAM

Graphics: NVIDIA GeForce 400 series or AMD Radeon HD 6000 series, 1GB Video Card (Minimum Shader Model 2.0)

DirectX: Version 9.0c

Storage: 4 GB available space

Sound Card: DirectX Compatible Sound Card with latest drivers

English







Despite the quantity of stuff offered here.

None of the buildings can be used on the inside, One would reasonably expect that they should be able to at least use the inside of SOME the buildings for a shop in a game. they are just eye candy, You can not go into ANY of the buildings in this pack and use them for stores or anything They are pretty much useless. The other stuff is ok but the buildings are useless for anything but appearance .. You can paint on roads but you can't make anything that actually looks like a real road and even after painting on a road texture, I have found that these "roads" sometimes fail to appear in the game I make for no apparent reason when I save the standalone. Not a good use of your money.. Nice variety of assets that you could build a whole level with it. Only negativ thing i saw is that the road asset is smaller in default size than sidewalk assets. Scaling fixes this problem but the textures look ugly for that cost.. Got this on sale and i have to say its pretty impressive. My game is nearly 12% complete. Can't wait to release it, plan on buying more dlc packs. Buildings, office supplies, cars, roads, and much much more. Great pack guys.

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