The sequel to PC Building Simulator feels like it’s still under construction

I was unreasonably excited to play the follow-up to *PC Building Simulator*. The original game taught me the finer points of building a PC and married the technical aspects with all the logistical drudgery of running your own business. Unfortunately, *PC Building Simulator 2* doubles down on some of the more bothersome aspects while only adding a small handful of shallow features.



a:hover]:text-black [&>a]:shadow-underline-gray-63 [&>a:hover]:shadow-underline-black text-gray-63″>Image: Alice Newcome-Beill

As with many simulator games, *PCBS2* is about appreciating the mundane. Ordinary people don’t obsess over the differences between an NVMe SSD or a 2.5-inch hard drive or fine-tuning

the voltage on a GPU, but these are the details that PC-building enthusiasts crave.

Like the original game, *PCBS2* has you taking charge of a run-down computer repair shop. You start with a small sum of money and a handful of jobs delivered via email. If you haven't played the original game, *PCBS2* might seem a bit surreal, as you need to walk your character over to an in-game computer to access your email and other applications. Thankfully a helpful tutorial walks you through the process step-by-step.

Each tutorial explains the finer points of running your business by slowly doling out more complicated jobs as you gain more experience. The tutorial will walk you through what to do whenever you encounter a specific job for the first time. Unfortunately, there's no way to easily revisit these tutorials if you've forgotten how to do something.



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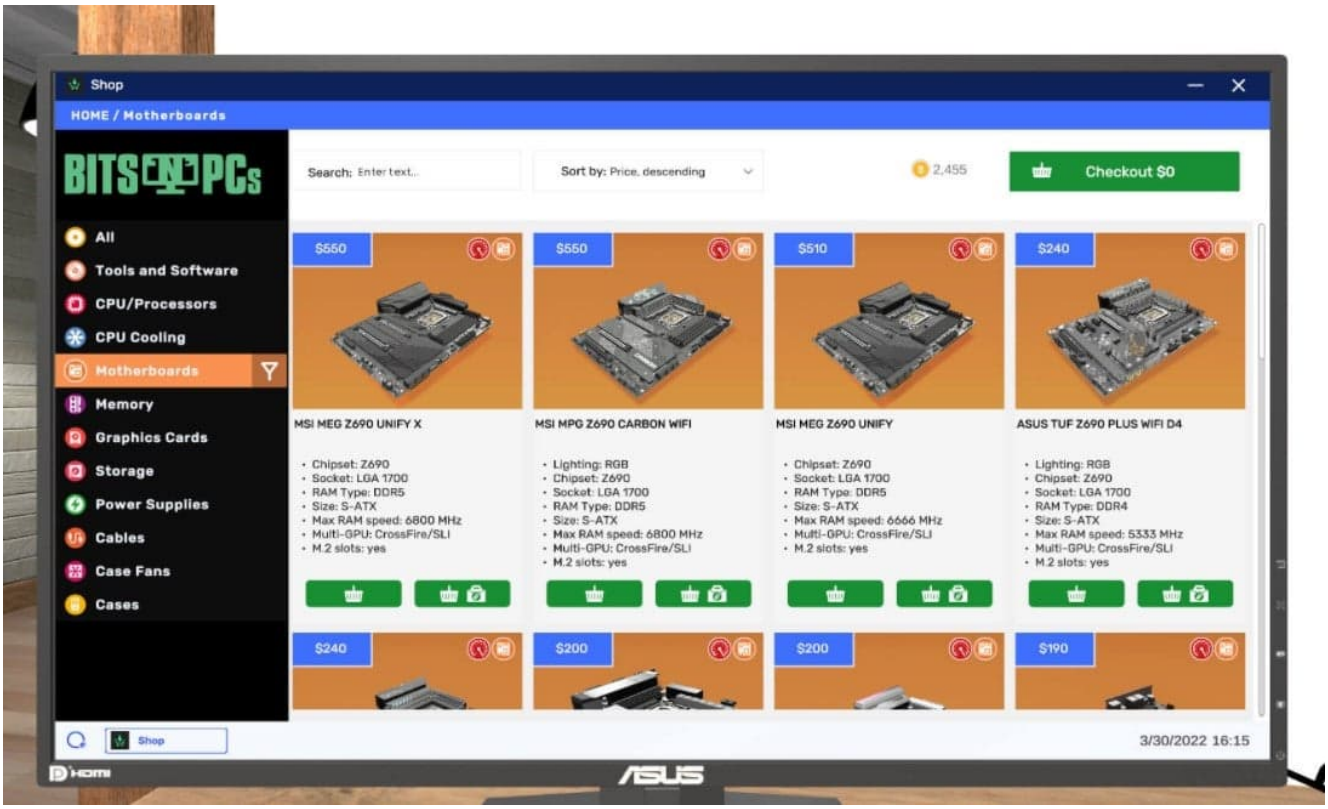
The jobs you take on range from cleaning the dust out of old PCs to overclocking CPUs or building desktops from scratch while keeping within your client's budget. Eventually, just like the original game, the jobs soon become a practice in reading comprehension. Buried in each email, you'll find optional requests that, when satisfied, net you access to higher-tier jobs. It's just unfortunate that there isn't more variety in the objectives, which are very similar to what we saw in the original *PCBS*. Some additional objectives are attached to customizing a client's PCs with different decals and paint jobs or utilizing new components, but *PCBS2* doesn't add too many new wrinkles to the jobs seen in the original.



a:hover]:text-black [&>a]:shadow-underline-gray-13 [&>a:hover]:shadow-underline-black text-gray-13″>*The tablet allows you to change the look and feel of your workshop*

Once you've set up your workspace, you naturally have to build some PCs. Thankfully, *PCBS2* ships with an impressive list of contemporary PC components ranging from GPUs to water cooling blocks and cases. Most of the components are from popular

manufacturers and are virtually identical to the real-world counterparts made by NZXT, MSI, and Cooler Master. In the past, *PCBS* has done an excellent job keeping parts lists up to date with free updates, which isn't a simple task, considering we've seen a host of new hardware from Nvidia and AMD, not to mention Intel's new ARC graphics cards.



a:hover]:text-black [&>a]:shadow-underline-gray-13 [&>a:hover]:shadow-underline-black text-gray-13″>*The only approved method for applying thermal paste*

a:hover]:text-black [&>a]:shadow-underline-gray-13 [&>a:hover]:shadow-underline-black text-gray-13″>You can fiddle with the motherboard BIOS on most machines, provided the on-screen UI isn't broken

Even with its myriad of bugs, PCBS2 shares the same addictive qualities as its predecessor that had me saying, "just one more job". However, there currently isn't enough content to keep me coming back. There is a rudimentary achievement system in place, but there isn't enough of a metagame to keep you

invested for very long. The original game had a modest endgame goal of cultivating enough capital to secure ownership of your shop. Right now, there isn't much to keep you playing over the long term other than leveling up to unlock new parts by completing progressively more complicated jobs.

Right now, the game doesn't add enough or do things differently enough to warrant a "2" However, given how much the original *PCBS* has changed since its launch, I'm excited to see where *PCBS* will be in a year or so. But now, *PCBS2* seems more interested in testing the waters with a handful of shallow features rather than diving headfirst into a single one.

PCBS2 didn't get its hooks in me the same way as the original, but despite its bugs and overall lack of content, I can't overlook the game's potential as an excellent educational tool. Before playing the original *PCBS*, I'd never built a computer. But playing over time gave me the confidence to build several real-world desktops. And while I'm not going to be water-cooling my GPU or motherboard any time soon, *PCBS2* has certainly piqued my curiosity.

PC Building Simulator 2 *launched on October 12th on PC through the Epic Games Store.*

https://www.theverge.com/2022/10/29/23422708/pc-building-simulator-2-game-review