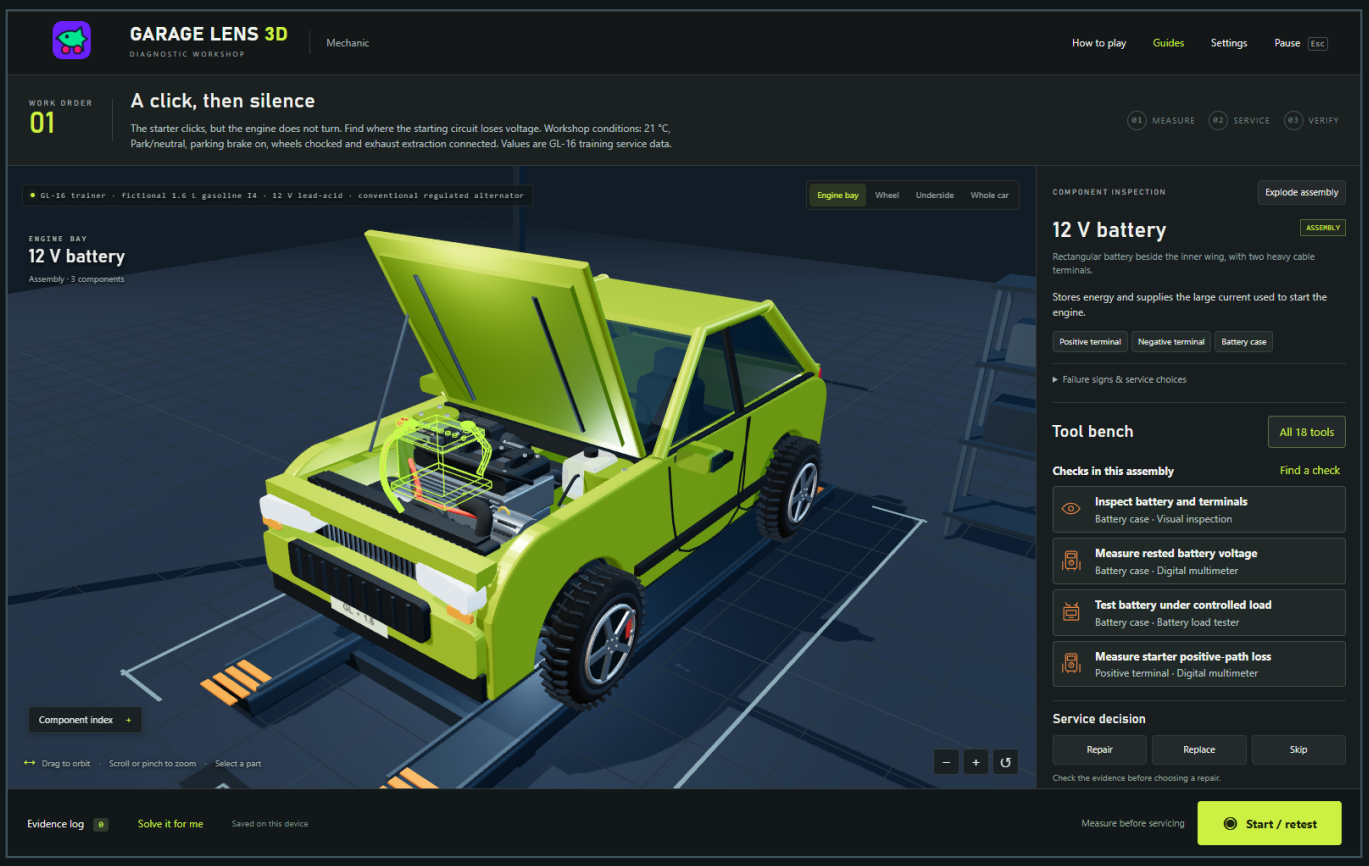
GARAGE LENS 3D

Find the fault. Prove the repair.

FREE ILLUSTRATED GAME BOOKLET



The GL-16 engine bay. Select a part in the 3D car, read what it does, then choose a check from the Tool bench.

Run a diagnostic workshop with **five fictional vehicles, twelve work orders and eighteen tools**. Trace a complaint, collect evidence, carry out the supported repair, and verify that it worked. Each completed job earns a saved case badge.

Open the bay

1. Open the free browser player in a modern browser with WebGL and JavaScript. Continue past the short Truckfish Games startup screen.

2. Use the default Mechanic profile or choose **New profile**. Select a vehicle and a work order, or choose **Explore** to look around without a repair task.

3. For your first diagnosis, choose **GL-16 Hatchback** and **A click, then silence**. Read the customer complaint before testing.

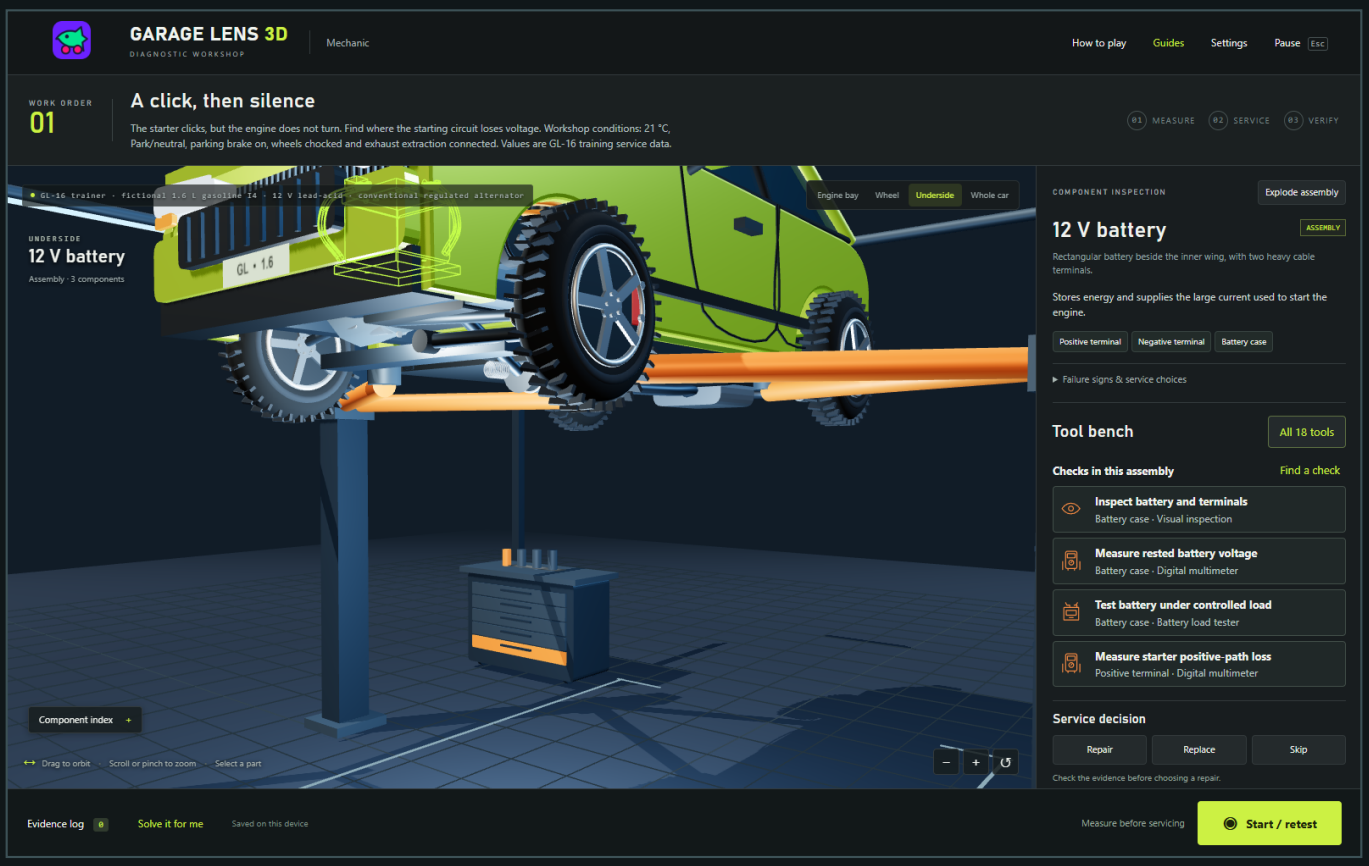
Play Garage Lens 3D free in your browser

The complete hosted game is free. No account, payment or monthly choice is required.

GARAGE LENS 3D

Get around the workshop

CAMERA, COMPONENTS AND TOOLS



Underside raises the car on the lift. Camera tabs change the view; component selection and the Tool bench still work.

Look around	Drag with a mouse or touch-drag to orbit. Scroll or pinch to zoom; the + and - buttons also zoom. The reset arrow restores the camera.
Choose a view	Use Engine bay, Wheel, Underside or Whole car. The selected component is outlined in lime.
Find a component	Select its 3D mesh or open Component index. Use Tab and Enter to reach controls and index entries. Explode assembly separates its parts for inspection.
Prepare a test	Choose a check on the Tool bench to locate its component and prepare the tool. Then select Run check to take the reading. Find a check lists the work order's checks.
Keep your bearings	Evidence log stores observations. All 18 tools explains the equipment. Solve it for me opens an optional walkthrough; you still perform the work.

Pause or **Esc** opens resume, retry and return-to-menu options. Settings includes text size, reduced interface motion, volume, engine/effects sound and optional music.

GARAGE LENS 3D

Your first work order

GL-16 · A CLICK, THEN SILENCE



The lug-joint check records 10.56 V of loss in this fictional case. Read the probe points, operating conditions and training limit with each result.

1. Measure. Use **Find a check** to run the battery load test, starter positive-path loss, complete starter ground loss and engine-lug joint loss. A resting battery voltage alone does not prove cranking performance.

2. Service. Select **Engine ground strap**, then **Repair**. Follow the on-screen procedure, selecting and using the socket and ratchet, terminal/contact brush and torque wrench in order.

3. Measure again. Run **Measure complete starter ground loss** after service. A fresh result is required; the earlier reading cannot verify the repair.

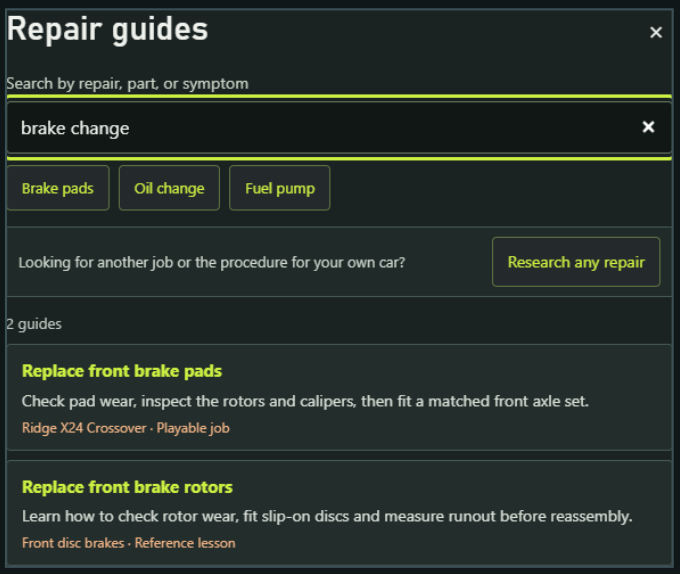
4. Verify. Choose **Start / retest**, then **Run verification**. A passing result earns **Current path detective**. If a step is missing, the game explains what to check.

Service values, including torque figures, belong to the fictional training vehicle. Use the game's displayed conditions and limits for its cases.

GARAGE LENS 3D

Find a repair and learn the steps

BUILT-IN GUIDES AND OPTIONAL ONLINE RESEARCH



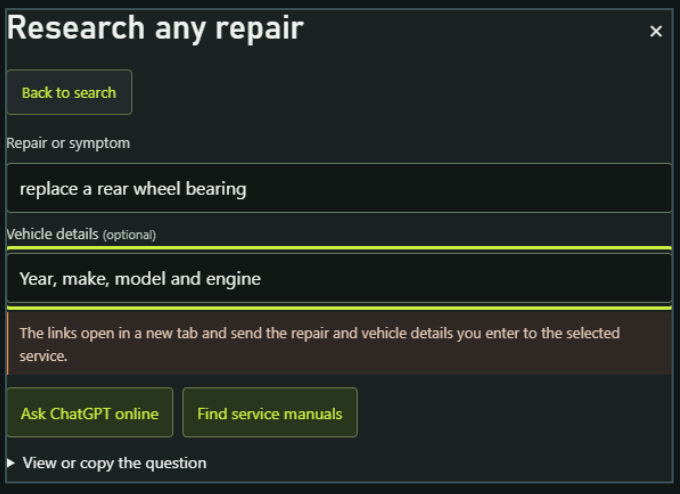
"brake change" finds both pads and rotors. The result label distinguishes a playable job from a reference lesson.

Search the library

Open **Repair guides** from the menu or **Guides** in the workshop. Search by repair, part or symptom. Try **brake change**, **oil change** or **fuel pump**.

The **20 built-in guides** include the twelve work orders and reference lessons such as front rotors and routine maintenance.

Practice in 3D opens or resumes a linked work order. Reference lessons may have no playable job. Reading a guide preserves your work and badges.



Research any repair

Enter a question and optional year, make, model and engine. Choose **Ask ChatGPT online** or **Find service manuals** to open an external tab.

Online research needs an internet connection. Your question and vehicle details reach the selected service when you follow its link. Check the cited source and its exact vehicle coverage.

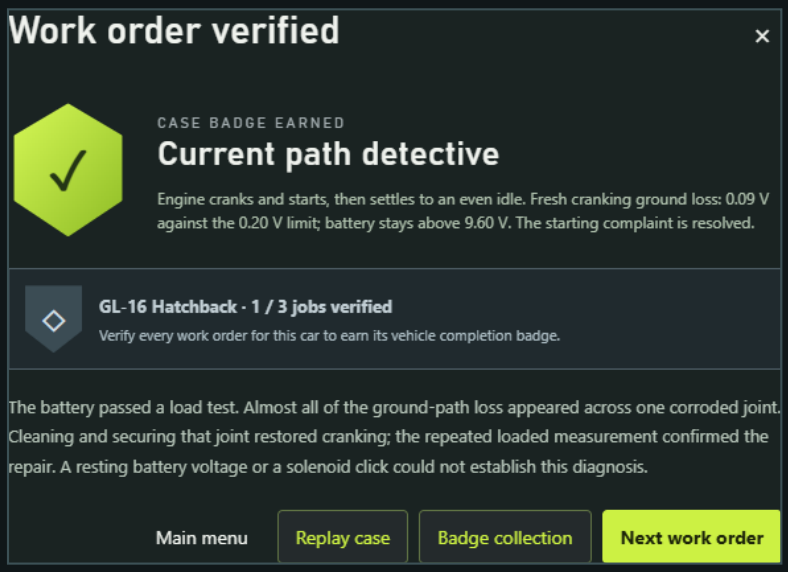
The built-in guide library and game do not need those external services. **Solve it for me** is the separate walkthrough for your current work order.

The hosted player must load before you can use it. Offline-capable gameplay does not install a browser app or guarantee that a later offline reload will work.

GARAGE LENS 3D

Keep your progress

BADGES, PROFILES AND THE TRAINING GARAGE



Save and return

Work, measurements, preferences and badges save locally in the current browser. Return to the same site and choose **Continue**. Local profiles keep separate jobs and badges.

Private sessions, clearing site data or changing browsers, devices or site origins can remove access to a save. If saving fails, the game remains usable for that session.

A verified case earns one badge. Complete every work order for a vehicle to earn its vehicle badge. Open Badge collection from the menu to see earned and pending awards. Retrying a job resets that attempt; earned badges stay saved.

Five cars, twelve work orders

GL-16 Hatchback	Starting, ignition and charging · 3 jobs
Mariner W20 Wagon	Cooling fan and coolant hose · 2 jobs
Ridge X24 Crossover	Brake pads and CV boot · 2 jobs
Atlas R30 Pickup	Rear U-joint and exhaust hanger · 2 jobs
Harbor M25 Minivan	Fuel delivery, intake leak and purge valve · 3 jobs

Training scope: vehicle layouts, geometry, operations and numerical data are simplified fictional examples. They are not service procedures for real vehicles. Use exact vehicle service information for real work. Learning sources are under **How to play**. The Android field guide is a separate app.

Desktop Edge and a phone-sized browser layout were checked for this release. Phone-size checks used emulation, not a physical handset.

Garage Lens 3D game page

Browse the Truckfish Games catalogue