Train Simulator: Class 57 Rail Tour Loco Add-On Download For Pc [Ativador]

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About This Content

The re-engineered, multi-purpose Class 57 locomotive in special Rail Tours livery, with scenarios created for the Settle-Carlisle route, is now available for Train Simulator.

Rebuilt from the Class 47, the Class 57s entered service in 1997 and are affectionately known as 'Bodysnatchers' or 'Zombies', by virtue of their modification from the Class 47 body shell. There were 33 Class 57s produced between 1998 and 2004 by Brush Traction at their Loughborough factory, and can still be seen on a number of mixed-traffic duties that include passenger and charter services, snow trains and rescue duties for the likes of Direct Rail Services, First Great Western, Virgin Trains and Network Rail.

The Class 57 for Train Simulator is available in Rail Tours Company maroon livery and features a number of exciting scenarios, including rail tours along the famous and spectacular Settle to Carlisle line.

The Settle-Carlisle Add-On (available separately) is required to play the scenarios included with this add-on.

Scenarios

Six scenarios for the Settle-Carlisle Line (also available on Steam).

- Early Birds

- Southern Bell

- Special Request

- The Statesman Duplicate

- Stuck in the Middle

- The Scottish Original

Key Features

- Class 57 diesel locomotive in Rail Tours Company maroon livery

- Rail Tours Company Mk1 coaches

- Realistic cab interior and sounds

- Quick Drive compatible

Title: Train Simulator: Class 57 Rail Tour Loco Add-On
Genre: Simulation
Developer:
Oovee® Game Studios
Publisher:
Dovetail Games - Trains
Franchise:
Train Simulator
Release Date: 8 Nov, 2012

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Minimum:

OS: Windows® Vista / 7 / 8

Processor: Processor: 2.8 GHz Core 2 Duo (3.2 GHz Core 2 Duo recommended), AMD Athlon MP (multiprocessor variant or comparable processors)

Memory:2 GB RAM

Graphics:512 MB with Pixel Shader 3.0 (AGP PCIe only)

DirectX®:9.0c

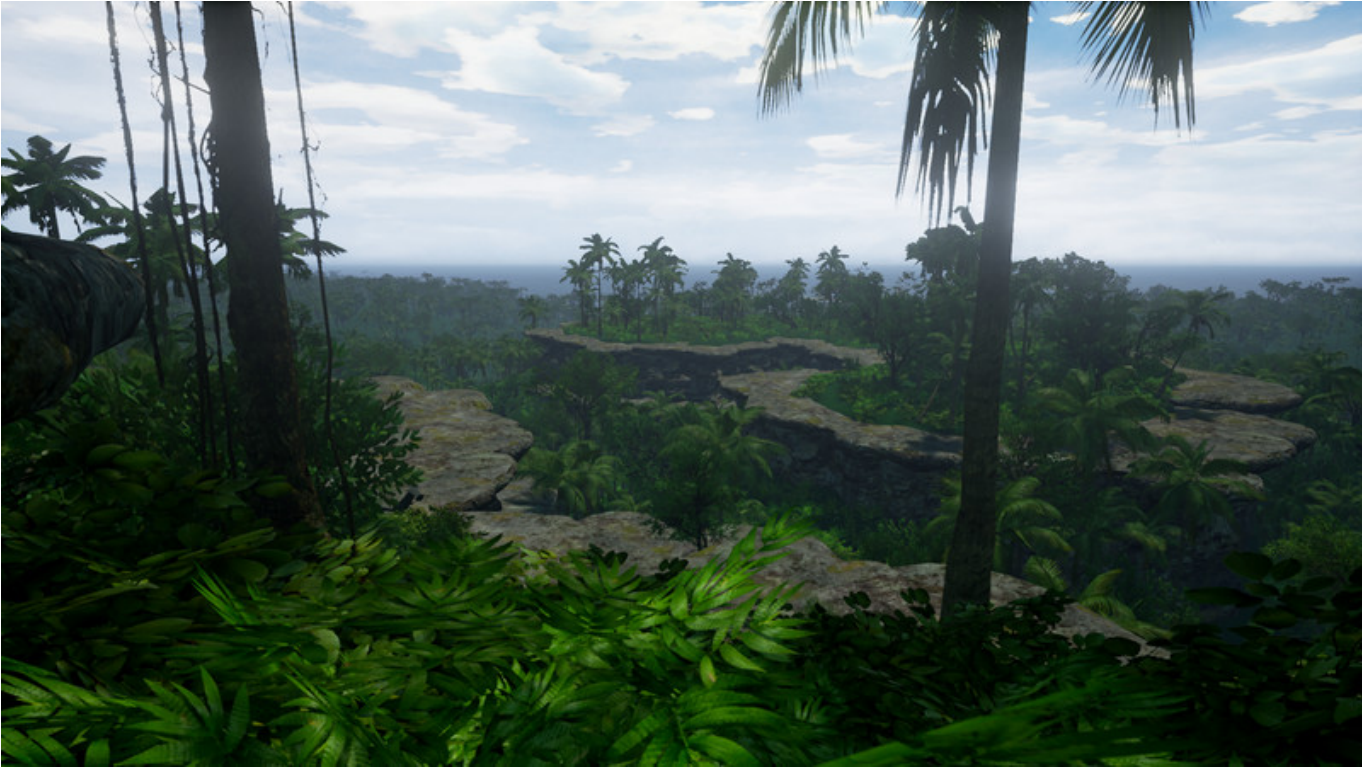**Hard Drive:**6 GB HD space

Sound: Direct X 9.0c compatible

Other Requirements: Broadband Internet connection

Additional: Quicktime Player is required for playing the videos

English

75

GOAL

JAEGAR
RIGHT WING

SKIP

At least it was free.. EDIT, 4/21/19* Okay so, having finally gotten around to beating the game, the story takes a nice batch of twists and turns and has a lot of freedom of choice and secrets to find and I honestly really ended up liking it. Definitely a game worth playing several times, just to see what all your choices lead to. I mentioned when I first wrote this review that I'd switch from negative to positive if the story was enough to save the game, and for me it was. Just so long as you don't actually play it in VR.

I mean, this is still technically a "neutral" vote, because again theres so many issues with the VR version that it doesn't really play as advertised, but its now a positive-leaning neutral instead of a negative-leaning one. Based on story and characters alone.

ORIGINAL REVIEW FOLLOWS:

So first things first: if you have an Oculus Rift, the game does not work with the Touch controllers. It will crash.

So second things second: **do not play in VR.** The game will make you either get super dizzy or throw up. Heck, for me, I almost did both and I didn't even get past the tutorial level. However, it IS possible to play this game as a more traditional walking sim, so at least my two-fifty wasn't completely wasted.

So third things third: there is a robot cat. I like robots and I like cats, so this game is obviously 10/10.

Okay, seriously: so far, the game is an interesting take on the old Alice in Wonderland lore by switching it to a harder sci-fi setting. The visuals are pretty nice, too. The soundtrack is atmospheric and lovely. The characters that I have met so far are the AI versions of the Red Queen and the Cheshire Cat, and they're both well written and acted. There's audio logs sprinkled throughout the game that are also well acted. It's a nice open-world exploration/walking sim game, and I'm very interested to see just how the story goes.

HOWEVER....and this is a pretty big HOWEVER...the fact that the casual VR gamer (and maybe even more experienced ones too, idk, I havent had a chance to ask) cannot play this game in VR without getting seriously ill is a pretty big downside, because I mean the game is advertised for being made for VR and it has VR in the freakin title. And there's the whole thing with Touch controllers not being supported, but does that really matter when the VR part is so puke-inducing?

Oh goodness, Steam needs a neutral option. Because looking at this game as a traditional game, it's pretty nice. But looking at this game as a VR game, it's awful. So I guess I'm going to list this one as a negative, because again: advertised as VR, but doesn't hardly play in VR. Unless the story can completely turn it around. We shall see.... i can recomend this game... or i could recomend just using beepbox as it has more depth and is free, has more pages a finer selection of sounds.

either way a good time killer or somthing just for fun :). This is kicking off a series I'm planning to do on games with few\/no reviews, or that have long been on my backlog, or both. If you just want pros\/cons and recommendations that might help you figure if you enjoy it, skip to the section denoted with ~tildes.~

A long time ago, I played this amazing little gem called Dark Scavenger. It was perfect for where I was in life, and although there are certainly bits and pieces of dialogue I would've edited now, the game itself? It's one of those rare few that get better after seeing it again, like revisting a distant friend.

But, it mattered most because it meant a lot to me for where I was in life. Flash forward to now, and though I loved Psydra's first offering, I've been putting off Mike Dies because I've got the arthritic reflexes of your most-uncool relative, and to be blunt, outside of a few of the most obvious games - your Marios, your Cave Stories, your Metroids, your Castlevanias - I'm not really a platforming kinda guy.

And once again, Psydra knocked it out of the ballpark, and Mike Dies is once again the perfect game for where I am in life. Maybe it's just one of the constant presences, an unavoidably large orange presence that constantly uses childish nicknames to berate our fair hero; maybe it's the fact that this is a game that plays wonderfully, that feels like the sort of game you'd use to demonstrate the concept of games and why they're fun to a complete newbie cavedweller.

Maybe it's the fact that somehow Psydra managed to cram a compelling, interesting narrative in a relatively short and sweet platformer, or maybe it's the fact that - despite starting and being largely grim, that wonderful Psydra humour is still there and - the best. Absolutely the best.

Hell, there are lots of little touches that just - way back when I fancied myself a Games Writesman, I hoped that I might include little narrative touches like some of the things in Mike Dies. The aesthetic and sound design the statues of Mike's god make is, pardon the pun (and there are lots of them!) - divine.

But even for a guy who's only other fond experience with 'indie' platformers was, well, I Wanna Be the Guy, a guy who sticks to wasd and proudly, this game was amazing and tightly designed. The only time the controls were floaty or irresponsive were in two puzzles, and in both cases, I had a sneaking suspicion it was my potato computer; switching to a small-resolution window, and I got them on one and three tries, respectively.

There's so much I want to praise. The music is great; absolutely immersive, at times haunting, always fun. I'll be getting the soundtrack later.

The voicework is fantastic, not just for an indie but in general. Outside of Dark Souls and a few weird games like Drakengard, I generally loathe voicework; here it's just - wow. Every single VA did a fantastic job... And now I know what a Space Demon sounds like. Heh.

Despite the relative simplicity of the backgrounds, everything is visually striking, distinct, and beautiful. The latticework on the ship windows, the projectile designs, the visual 'snap' of the portals, everything just feels right.

I'd hazzard a gissa that you're wondering whether or not I'd recommend this game, and why. While you shouldn't trust weirdoes on the internet who may or may not be cartoon skeletons, unless their names are Kamaho, let me see what I can do.

~Pros~

* Incredibly intuitive. Level design is always fun, whether harder or easier, shorter or longer.
* Amazing puns. May be a con for some (they're wrong.)
* Tight controls, even when using WASD(!).
* Design, aesthetic, writing, music, and voicework are all superb, and all work well together. That's exceedingly rare.
* Sense of humour that comes at you like a right hook; I spent the entire last half or so of the game in a rictus of laughter.
* Very, very satisfying final boss, maybe moreso if you're a space scavenger, or whatever that's called.

~Cons~

* If you're old as dirt, layout can get confusing, and there's no real room map. There might be multiple endings based on collectible percentages, uh, but I can't verify yet because I got distracted by the location of the BEST CHARACTER** skittering away from me and unintentionally 100%'d the game while looking for it.
* It's still a platformer; if you're not at all interested in the genre, I'd say you might still want to try this one, for serious. But for some, that's a no-sell.
* Eh, I guess it can be a bit short, though that's increasingly a plus for fogeys like me.
* Look, for real, I usually put cons first because I'm cautious. This is a great game.***

** All the characters are the best.
*** And Mike is clearly confirmed for Touhou th20, Idyll of Summer Melancholy, or something.

~In conclusion~

I was blown away by how much I liked this game. It's become a bit trite to be all 'haha, game helped me with issue x' but... Yeah, Mike Dies made me feel a bit better about some of my mistakes and where I am in life. A lot. Dunno if it'll last; but ultimately, that doesn't matter. This is a fantastic game, and I'm hoping I can tag Psydra or something on Steam so that when future stuff releases from them, I just instabuy it, funds considering.

That's how much I liked Mike Dies.

So if you enjoy strange eclectic science fiction, straddling the line between comedy and the deep dark recesses of space, a fine mist of atoms and chunky Mike hollandaise sauce, and incredibly satisfying platforming, I'd wholeheartedly recommend Mike Dies. So much so that I'll probably try to speedrun it and see what happens elsewise; and I'll be looking forward to whatever Psydra does next, whether it be a Dark Scavenger Pinball\/foosball crossover table, Mike Dies: the Party Card game, or, perhaps as to be expected, something entirely new and original.

In closing, I'd kill to play pen and paper with you fine folks, and that's maybe the highest praise I can give. Kudos.. Edit: The issue described below has been fixed, copy is now of much better quality. Recommended.

When I buy a film digitally, I expect it to be shown in the framing that it was theatrically released. NOT watch a film that was shot and displayed theatrically in 2.4:1 be cropped to 16:9 by some goddamn intern.

I wanted to try out buying movies on here, never EVER again . Steam is ridiculous for having a no refund policy on this, I was not delivered what was promised.. Sure, the UI is dated and overall look is rather ugly, but underneath that veneer is the best American football simulation out there. It'll take a little work to get into the game, as with any text-based sim, but once you start to get comfortable with the game's language and layout it allows for the best GM experience out there.

Then join a multiplayer league and fall in love all over again.. I got the game last week, and beat it last night. Not going to discuss how long it took, because I don't believe games should be rated on the amount of time it took. Not to mention, times vary depending on if you want to 100% it, get all achievements, or create and play through community levels.
I really enjoyed this game, and anyone who enjoys semi-casual puzzle platformers will like it a lot, as well. The main puzzles for completing the game to a bare-bones ending are not bash-your-head-against-a-wall difficult, while still maintaining a good level of both creative thinking, platforming, and satisfaction for solving. The music is stellar, the art is gorgeous, and the "story" is sparse.
Some minor issues: the controls feel a tad too floaty, hit-boxes are a bit too broad, and it took me over half an hour of avoiding any contact with Toragos before realizing that you can touch (ride) him without taking damage if you avoid the head. That last part could have been better demonstrated, because a gamer's instinct in a game like this is to not touch any part of the enemy, lest they perish.

I, for one, will not be 100%ing this game because it would take me WAY too long to find all the invisible keys, and that's not as fun as solving puzzles I can actually see. But for what it was, I really enjoyed it, and I might even play around with the level creator, and/or speed-running.

I recommend this very much, and look forward to future titles from MagicalTimeBean.. Many many moons ago, before the age of modern computer games, I owned and enjoyed some of the original Fighting Fantasy books by Ian Livingstone and Steve Jackson. These books were great, but as a young and novice adventurer I was terrible at them. And they were really, really hard; death awaited at every turn. Fortunately you could always flip back a few pages and take a different turn.

These digital versions of the Sorcery series of books are no different, but still immensely enjoyable, so long as the idea of reading page upon page of (beautifully written) text doesn't trouble you. Fortunately the adapation to a new medium has allowed Inkle to take out the pain of managing a character sheet, as well as adding variations and mechanics that simply wouldn't be possible in a purely written form, and some other graphical touches such as the map, spellcasting, combat, and gambling.

What really shines through, thanks to the text-based narrative, is the ability to take a huge number of different paths through the game, and the feeling that every choice you make really does have big consequences later on in the story - unlike the far more limited narratives of supposedly choice-and-consequence based games by, for instance, Telltale. This is apparent on numerous occasions throughout these first two episodes, and since your character and decisions and carried over into subsequent episodes (part 3 is out already) there is plenty more of this to come. It really manages to feel like a dynamic, living and breathing world.

I would highly recommend these games to any fans of the adventure genre, particularly if you ever enjoyed oldschool text adventures or Fighting Fantasy books. The only real minor criticism I have is the interface seems designed much better for touch than for trackpad, but it is still a very simple interface and very easy to play on any device.

Extremely underwhelming. I don't recomend buying this game. Don't buy it unless it is below $2.00. It's pretty bad. The gaphics are horrible. The gameplay was evan worse. It wouldn't let me finish my turn every now and then. I had to re-load the game over and over. There ais no way to change the controls or sound level. On the first level it just threw you in the game. It took me 2 hours to complete the first level. The only reason i kept playing was because I was determined to beat the first level. I read the other reviews and ignored them and thought, it's the Civil War it can't be that bad. I love to study the Confedercy and I am a proud Alabama patriot. The game overall was horrible. Just because it was the Civil War I would have to give it a 2\/10. The game producers could have made it a really good game. If they had just made the first level on 20 turns at the maximum ,tried to fix the mechanics, and added buildings or forts to the game. I see what they where going for but they failed. (Although I did enjoy watching and moving my little ironclad and gunboats for about 10-15 minutes. Than I realized this game would last for a long, long time.). This game is addicting and funny as hell! Look out for betrayals, they are the worst!!! I want to compete every quest, like I said....addicting!. I absolutely love this game! The achievements aren't that hard to get, it's got fun powerups, the bosses are pretty challenging, and I'm addicted. Worth it.. It's one of those many achievment games. Got 59 achievments in 20 minutes. Game itself is bad. Game is based on luck in favour of game. It's not worth your time.

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