Train Simulator: Great Western Main Line Route Add-On Download For Pc [key]

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About This Content

The Great Western Main Line from Oxford to Paddington is a bustling thoroughfare, taking passengers and freight from the west of England into London, and you can drive your own high speed services and freight trains along this busy route in Train Simulator.

The line originally opened way back in the 1830s as part of Brunel's fantastic Great Western Railway, which was designed to have as few challenging gradients as possible to benefit running speed. Today, the line is one of Britain's busiest, carrying thousands of commuters every day and handling large amounts of freight. The Oxford-Paddington line in Train Simulator runs from London Paddington to Oxford Station via Reading and includes a variety of modern passenger and freight trains to drive, as well as some challenging scenarios to put your driving skills to the test.

Scenarios:

8 scenarios:

- Autumn Leaves

- Chasing Yellows

- Lost in the Shuffle

- Oxford to Reading Local

- Return Ticket

- Rush Hour Run

- Duff Coal

- Oxford Bound

Key Features

- Oxford-Paddington Great Western Main Line including Didcot Parkway, Reading and Old Oak Common

- Class 43 High Speed Train (HST) in First Great Western livery (two versions)

- Class 166 DMU in First Great Western livery (two versions) and Network Southeast livery

- Class 47 in BR Railfreight, BR Blue and Rail Express liveries

Please note: if you have already purchased RailWorks or Train Simulator 2012, you already have this route and its contents.

Title: Train Simulator: Great Western Main Line Route Add-On
Genre: Simulation
Developer:
Dovetail Games
Publisher:
Dovetail Games - Trains
Franchise:
Train Simulator
Release Date: 18 Sep, 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

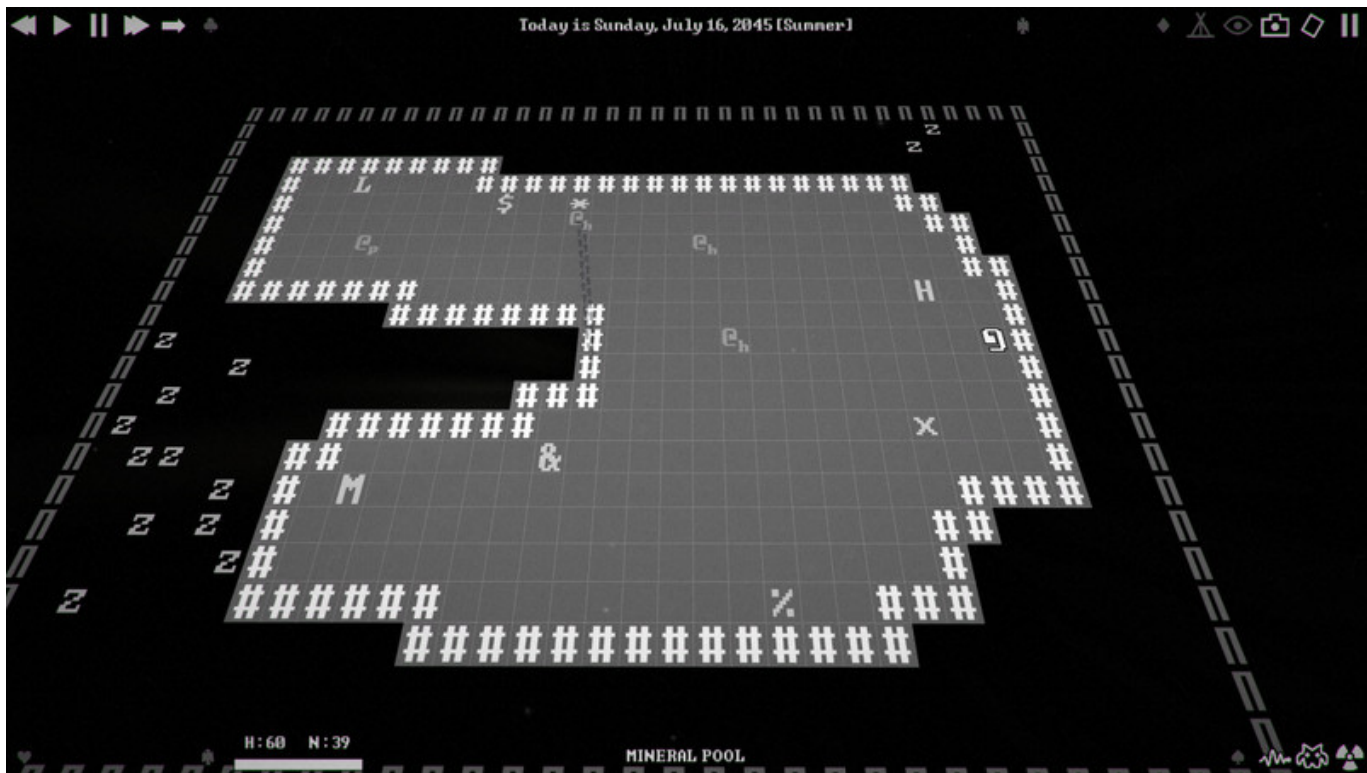**Hard Drive:**6 GB HD space

Sound: Direct X 9.0c compatible

Other Requirements: Broadband Internet connection

Additional: Quicktime Player is required for playing the videos

English,German,Polish,Russian

H:60 N:39

MINERAL POOL

This suprisingly was a very simple fun storytelling game, and is a lot of fun when making stories with friends, I rate this a 1\/1 because it never had to fufill much criteria in the first place.. Great pack, no need to buy labour or officer badge each month as its permanent ;). WOW! It doesn't let you do everything you might want to do if you want to make your own FPS, but this is the easiest to use FPS creator I have ever played that actually allows you to include some real strategy in your levels. I'm not sure if there's a way to set it up so that when a player dies they automatically restart the level and everything resets, but if there isn't, there should be. My biggest complaint so far is the lack of weapons and enemies. There do not appear to be that many even in the Gold Edition. I really hope they add a ton more than what they already have. There are way too few for a game that's all about making your own game. I would also like the option if possible to change the color of some of the bad guys, just cause that would be kind of cool!

Edit 6\/24\/2016,

I forgot to mention, speaking of the enemies, I would really like to see some human badguys other than Nazis. Nazis make great villians, If you want to make a game about WW2, but what if one really doesn't want to make a WW2 themed level? Gangsters or generic modern soldiers would also nice.

Edit 6\/26\/2016,

I just noticed that the "Nazis" in this don't really resemble "Nazis," but they still kind of remind me of them.. Runs poorly and lacks content.. it's kinda boring and it lacks in variety. I finally got to play one of the infamous Shantae's Half Genie Hero DLCs! After playing Shantae and the Pirate's Curse I was really curious how risky would play in her own game, given that toolkit allowed by her weapons was pretty great! And I liked her as character!...

....But... **not like this...**

Pros:

- **Risky is finally playable, and her toolkit is great and nice to use!**

- **The game at first makes a decent challenge with interesting enemies placement and freedom of choice of where to go first...**
  Cons:

  - **...but the challenge is quickly lost. It quickly becomes apparent that the stages were not designed with Risky's toolkit in mind, thanks to which most of the challenges are quickly effortlessly skippable with upgraded hat.**

  - **Recycling.... Almost everything is recycled. Stages are basically the same as in orignal game, with very minor modifications - mostly enemy placements or small adjustments to make for that fact that Risky do not have certian Shantae's ability. Even almost all bosses are recycled! if it wasn't enough, Last boss, the only original one, is almost a copy of a boss from a previous installment too...**

  - **The story is barebones - it could be described in maybe 10 sentences....? Which is a large disappointment. I hoped for more interesting PoV of Risky, especially given that she got something of a depth in her character development after Pirate's Curse game.**

  - **The DLC is too short. I fully completed the game (as in all achievements) in around 2 and a half hour, without using any guide.... I wouldn't mind this if it was something fresh and original, but given how much of the game is recycled, I find this unacceptable. I do not expect brand new second Shantae game with Risky as protagonist, but I'd much rather get smaller piece of fresh content, like, one or two larger stages that could be completed in an hour, hour and a half, that are completely new and suited for RIsky, than having not only a short game, but made of only recycled and unoriginal content...**

With that being said, if I had to give number score to this DLC, it would be 4\/10. Technically the game is okay. It's not the worst game ever, and there aren't any major bugs. But.... the fun also isn't really there. Stages aren't made with Risky's toolkit in mind, and it quickly shows, with how easily the upgraded hat makes most of the obstacles easily skippable. Playing this DLC makes me wonder, what is the fuss about Ultimate Edition - this DLC is pretty bland and bad, and reading reviews for the other two, it doesn't seem that they are any better. I really don't think content like this is really worth arguing over. I personally believe that it's product that, unlike original Half-Genie Hero game, is not a labour of love, but labour of necessity (aka promises for reaching certain kickstarter goals). This DLC should have been named "Risky - Character Pack", because that's honestly what it is. New character, new toolkit, but basically no new content.. I wouldn't pay for this, came bundled with the game.

A very pretty game, but it's meant to be played on a touchscreen. Playing it on a Mac trackpad is the next best thing, but if you're stuck with a mouse don't buy.. This is a nice catch for the Steam Summer sale. Running as administrator to avoid a crash that I was receiving about one minute into the game. Works fine. Fun gameplay.

Intel i7-4770K @3.50GHz
16GB Ram
Windows 10 Pro
GeForce GTX 970 (x2). It may be expensive, but it supports the devs and there are a few neat items in this.. Fishy AF website at GameGame.org with literally no content (this site is quoted in-game). The settings only let you change the window size, which you can do manually anyway, but the worst is: it's not picking up my camera at all.

At first I thought the cam had an issue, but going into FaceRig or even just OBS shows that my cam is fine, it's just the program not picking it up. You can't even set what your webcam IS in the program, so as of now it simply doesn't work.

No feedback from the author thus far either on any of the threads, so it's a clear PASS AND refund as is now.. Current Version: 18th Feb 2018
Game can only be played up to the 3rd chapter, asks for (non existent) microtransactions to continue.. The software isn't even launching for me please have a look and fix it.. If you are looking for an SNES like platformer experience, this is it. It's worth every penny!
The music is great, so is the level design.
The pixel art is simple yet colorful, and a major plus is the controller support!
This is the Super Mario of Steam!. Really fun game to play with anyone. Easiest controls, literally 1 button!. Missing a \u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665 of other individual sale haloween costumes. fucl this\u2665\u2665\u2665\u2665\u2665\u2665